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Advanced Dungeons & Dragons®

DRAGONLANCE™

Official Game Accessory

Dragons of Mystery

Michael Dobson



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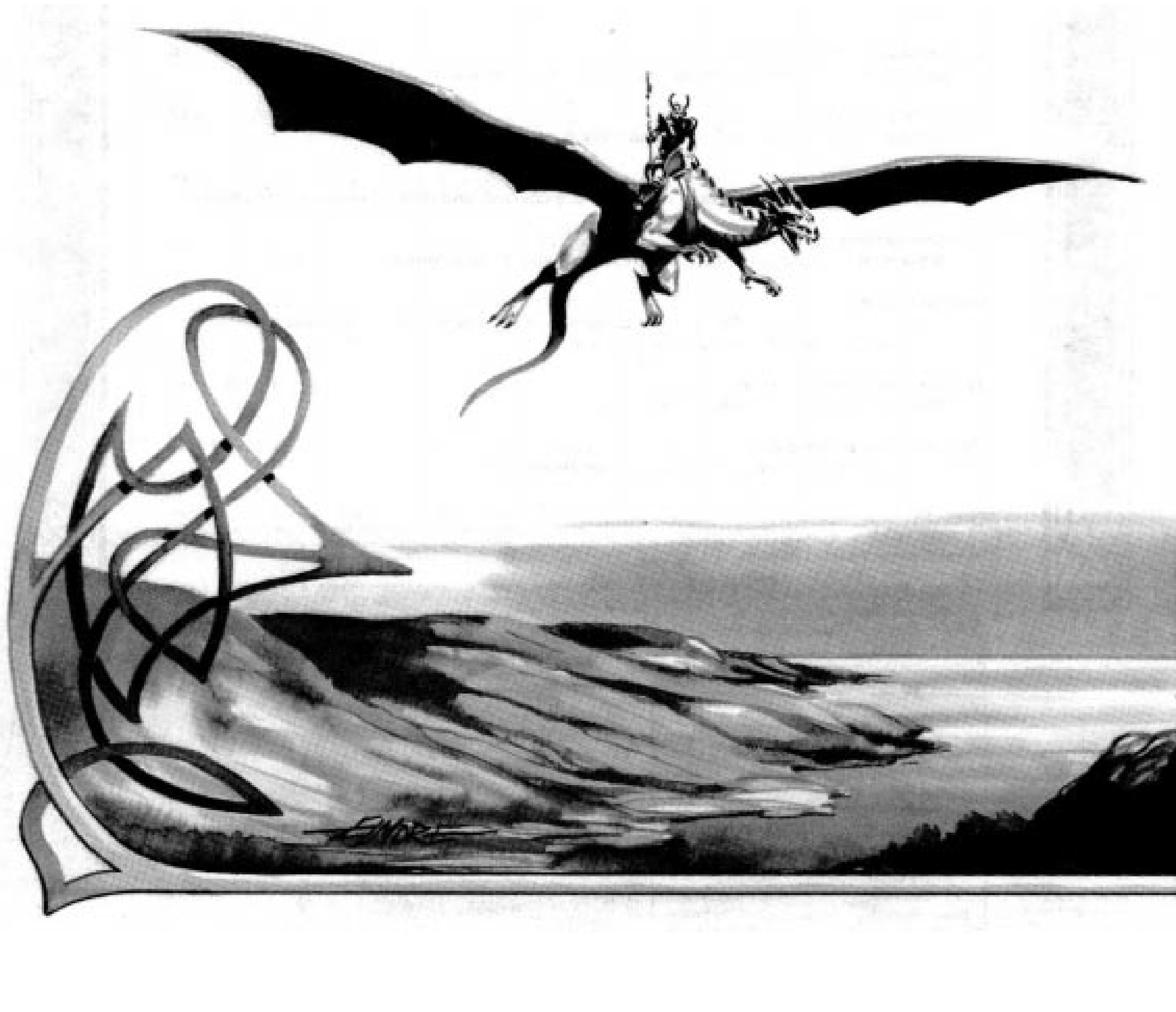
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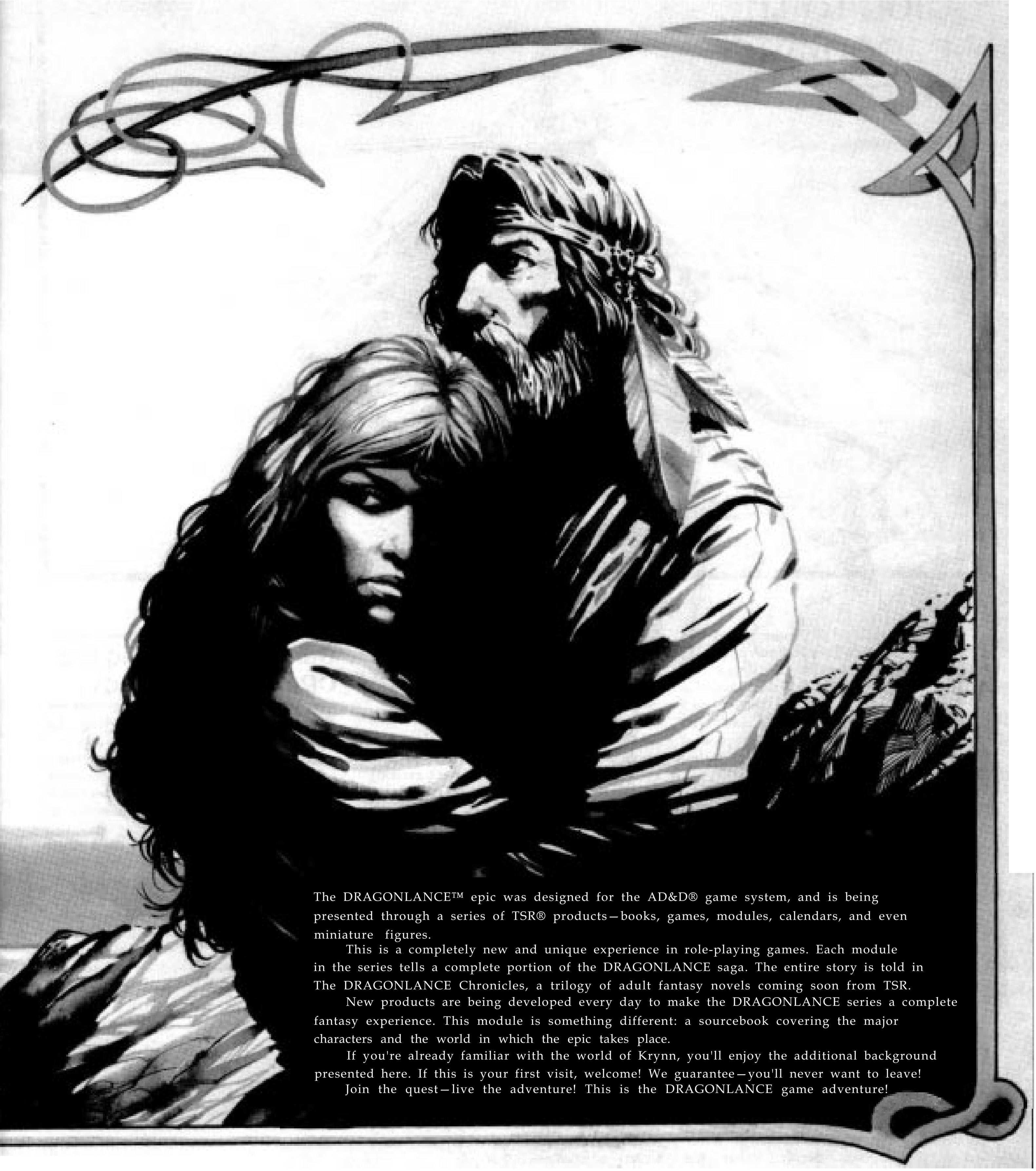
A story of wonder, a saga of adventure, a new world of fantasy – this is the DRAGONLANCE™ epic! A team of top TSR designers have combined to create something never before seen in the world of role-playing games – a complete, original novel set in an incredible fantasy world.

Welcome to the world of Krynn!

The DRAGONLANCE tales is the story of the continent of Ansalon, once a peaceful, beautiful land where all nations were united in brotherhood. Evil was abolished; dragons, long banished, were thought only creatures of legend.

But the folly of one man shattered that golden age, and the scarred land has now entered its twilight period. True clerics, capable of casting spells, are no more – only false ones, worshipping false gods. And from the cracks of this broken land return the dragons, eager for new conquest.





The DRAGONLANCE™ epic was designed for the AD&D® game system, and is being presented through a series of TSR® products—books, games, modules, calendars, and even miniature figures.

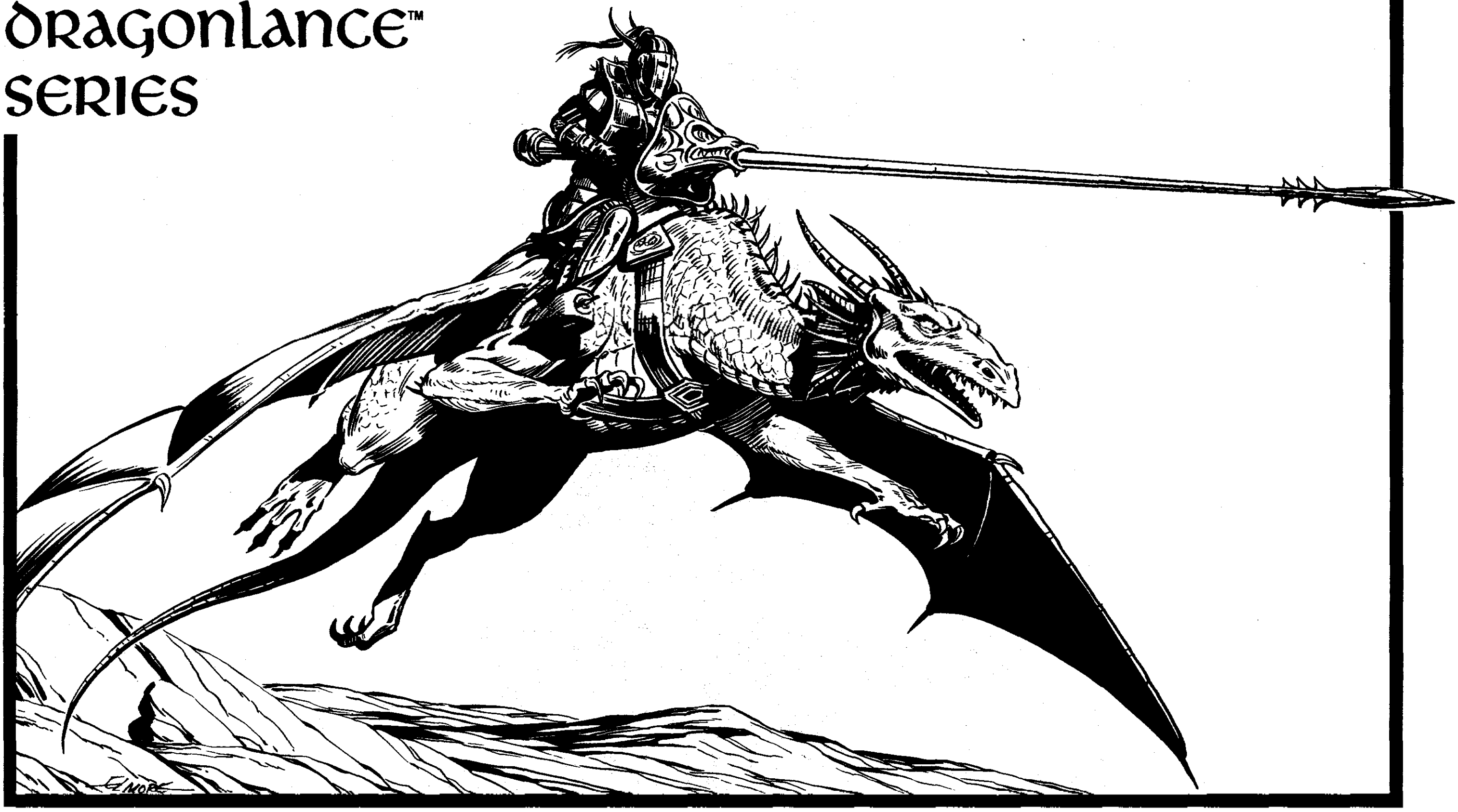
This is a completely new and unique experience in role-playing games. Each module in the series tells a complete portion of the DRAGONLANCE saga. The entire story is told in The DRAGONLANCE Chronicles, a trilogy of adult fantasy novels coming soon from TSR.

New products are being developed every day to make the DRAGONLANCE series a complete fantasy experience. This module is something different: a sourcebook covering the major characters and the world in which the epic takes place.

If you're already familiar with the world of Krynn, you'll enjoy the additional background presented here. If this is your first visit, welcome! We guarantee—you'll never want to leave!

Join the quest—live the adventure! This is the DRAGONLANCE game adventure!

A Dungeonmaster's Guide to the DRAGONLANCE™ Series



The DRAGONLANCE™ game project was begun in 1982, when Tracy Hickman proposed a three-module series featuring evil dragons. As other members of the TSR design staff looked at his ideas, it quickly became clear that here was a major epic—something that could not fit into the normal categories. It was even bigger than the famous Giant/Drow (G/D/Q series) modules by Gary Gygax.

When Gary saw the initial proposal, he was very excited, for this project happened to work well with an idea he had been kicking around for some time: a twelve-module series that featured each of the official **Monster Manual** dragons.

With Gary's active approval, a special design group was set up within TSR: Project Overlord. A veil of secrecy settled over the planning process, and regular meetings began. The original planning group was led by Tracy Hickman, and included Harold Johnson, TSR's Director of Design, Larry Elmore, Carl Smith, Jeff Grubb, and several others.

This work led to the creation of the DRAGONLANCE™ Sourcebook, the "bible" for all subsequent work. The DRAGONLANCE game heroes were created, and TSR designers developed histories and personalities for each one. Slowly, the plot was written, and the project was broken down into modules. It was decided that the DRAGONLANCE series would be a trilogy of fantasy novels in addition to modules. After much discussion, Tracy Hickman and Margaret Weis (of TSR's Book Department) were assigned to write the novels.

Two years later, the first DRAGONLANCE module was released to public acclaim. Work continues day and night to bring you still more exciting DRAGONLANCE products.

It is impossible to list everyone who has contributed to this project. There are the DRAGONLANCE game designers (Tracy Hickman, Doug Niles, and Jeff Grubb), the TSR Art Department (Larry Elmore, Clyde Caldwell, Keith Parkinson, Jeff Easley, Jeff Butler, Dave "Diesel" LaForce, and Dennis Kauth), the Game Editing Staff (Michael Dobson, Anne Gray, and Steve Winter), the Book Department (Margaret Weis, Jean Black), and TSR management (Harold Johnson, Director of Design, Mike Cook, Vice President of New Product Development, Kevin Blume, President of TSR, Inc., and Gary Gygax, Chairman of the Board). Each and every one has contributed to make the DRAGONLANCE series what it is today.

We hope that you enjoy playing and reading the DRAGONLANCE line as much as we have enjoyed creating it.

Dungeonmastering The DragonLance Saga

To get the most out of playing the DRAGONLANCE epic, we strongly urge that your players all use the pre-generated DRAGONLANCE characters. The adventures are designed for their special qualities. Their personal histories also figure prominently in the story.

As a Dungeonmaster, you give life to the words on the page. The mystery, the excitement, the spirit, and the pacing are your contribution to this story.

If you decide to run the First Book of the DRAGONLANCE Chronicles (DL 1-4) as a campaign, you will find that it takes quite a few playing sessions. Assuming that an average playing session is four hours, one way you can break the story is as follows:

DL 1 - DRAGONS OF DESPAIR

Session 1: Assign characters, brief players on the story, discuss background. Start Chapter 1 (The Road Travels East), ending after Encounter 26 (Unicorn Grove) as the heroes fly away on pegasi.

Session 2: Chapter 1, Encounter 27 (Gateway Pass), until Chapter 2, Encounter 44j (Fallen Obelisk). The adventurers have now entered the city of Xak Tsaroth.

Session 3: Chapter 2, Encounter 44k (Plaza of Death) and down to the deepest level of the caverns of Xak Tsaroth (all of Chapter 3).

Session 4: Chapter 4, Encounter 60, until Encounter 68m (Court of the Aghar). The heroes receive the counsel of the Highbulp.

Session 5: The end of Chapter 4, using the information provided by the Highbulp to find and slay the Black Dragon. The epilogue then sets the stage for the next module.

DL 2 - DRAGONS OF FLAME

Session 6: Chapters 5 and 6, in which the heroes cross the plains of Que-Kiri, return to Solace, and are captured by the forces of Verminaard.

Session 7: Chapters 7 and 8, from the heroes' imprisonment through their rescue, and their stay in Qualinost.

Session 8: Chapter 9, through the dungeons of the Sla-Mori.

Session 9: Chapter 10, the assault on Pax Tharkas and rescue of the refugees, followed by the epilogue.

DL 3 - DRAGONS OF HOPE

Session 10: Chapter 11, leading the refugees of Pax Tharkas across the wilderness.

Session 11: Continuation of Chapter 11 (and Chapter 12 if the heroes explore the city of the Aghar), ending when the refugees reach the Hopeful Vale (Encounter 20).

Session 12: Chapter 13, the assault on the fortress of Skullcap, Encounters 47-71.

Session 13: The end of Chapter 13, Encounters 72-94, and the epilogue.

DL 4 - DRAGONS OF DESOLATION

Session 14: Chapters 14 and 15, from dreams of darkness into the Northgate of Thorbardin.

Session 15: End of Chapter 15, all of Chapter 16, and the beginning of Chapter 17 (Encounters 21-22b). The heroes discover the Floating Tomb.

Session 16: Adventures in the Floating Tomb (Chapter 17, Encounters 24-52 and Endgame). Final battle with Ember.

Session 17: The Dark Realms (Chapter 18) to the death of Arman Kharas.

Session 18: The Epilogue to the First Book of the DRAGONLANCE™ Chronicles. To celebrate the successful completion of the adventure, you can have a party for your heroes. They can come as their DRAGONLANCE game personas, and celebrate the Wedding of Goldmoon and Riverwind.

Of course, this breakdown is only one of the possible ways this adventure can be run. Perhaps some sessions will run longer than average, and some shorter. Keep the playing sessions short enough so that players don't get worn down—you want to keep interest and excitement high as you play through the series!

Playing The Novels

The DRAGONLANCE series is both a set of AD&D® modules and a set of three fantasy novels for general release. The story of DRAGONLANCE is the same, but there are differences necessitated by the different forms.

It is possible to "play the novel" if desired. The first DRAGONLANCE novel covers DL 1 and 2, but has a different ending than DL 2. The climax of the adventure occurs in the fortress of Pax Tharkas, and the story of DL 3 and DL 4 is not told.

If your players have read the book, and still want to play the modules, they are on their honor not to use the information gained by reading the novel unfairly. They should not be allowed to kill the traitor on sight, for example, since they have no actual knowledge of his eventual treason.

Playing the novel can be very exciting. You have greater character depth and background to draw on, and can immerse yourself more fully in the story.

Obscure Death...and How To Live With It

Because DRAGONLANCE™ is a story, certain "name" heroes and villains are important. They should not die until the right point in the story (sometimes, they shouldn't die at all!). What happens when the wrong person gets killed?

That's where a special rule—the "obscure death" rule—comes into play. If a "name" character (any DRAGONLANCE PC or featured NPC) dies prematurely, that character meets an "obscure death" so that you can bring him or her back later.

What exactly is an "obscure death"? Obscure death is a favorite comic book convention—the superhero kills the supervillain, but the supervillain manages to come back, armed with a long story about how he miraculously survived the "fatal" incident.

So, to have an "obscure death"' just use the comic book convention. Make sure the body is lost—it fell down a cliff or into a river, was buried beneath rubble, or the like.

If the character is an NPC, then think of a way he might have survived (suggestions follow) and prepare a story that the NPC can tell the others when next encountered.

If the character is a PC, you can handle it the same way as an NPC (but tell the PC how he "miraculously survived" so that he can tell the others when he shows up), or you can create a short one-on-one adventure so that the PC can role-play his way out of danger.

The following ideas may help you create interesting "obscure deaths."

HEROIC SURVIVAL:

1. *Comatose:* The character is believed dead, but later his body disappears. A mysterious benefactor (Fizban? One of the gods?) detects a glimmer of life and restores him to health, or perhaps it takes the character several days to recover from his injuries.
2. *Miraculous Escape:* If the character's death was say, a fall off a cliff, something unexpected happened—there was a ledge to fall on, a river below that cushioned the fall, a secret tunnel, an air pocket, etc. Remember, the character can be badly hurt, knocked unconscious, have temporary amnesia, stay in a coma for several days, or otherwise suffer until he returns to his fellows. The other characters can think he's dead, and you can wait for several sessions before reintroducing that character again.
3. *Saved By Another:* The character is saved from certain death at the last minute by a mysterious benefactor. The hero must then perform some service, or is lost and takes weeks to find the party again, or falls in love with his savior, etc.

VILLAINOUS SURVIVAL:

1. *Special Defense:* Unbeknownst to the heroes, the villain had a special defense that made him immune to that attack.
2. *Someone Else:* It wasn't really the villain, it was someone dressed like him. The dragon highlords, for example, sometimes have impostors dressed in their uniforms to draw enemy fire . . .
3. *Resurrection:* High-ranking villains worship evil gods. Occasionally, an evil god will resurrect a particularly important villain.
4. *Secret Escape Route:* The villain prepared a secret escape route ahead of time just in case.
5. *Illusion/Feign Death:* The villain used magic to make it appear that he died and then escaped.

Be careful not to overuse "obscure death." If a character is not important in future DRAGONLANCE modules, that character can die just like any AD&D® game character. All PCs brought into the DRAGONLANCE game from outside the campaign are subject to normal death. Remember, the lack of clerical magic in Krynn makes it very difficult to obtain a *resurrection* spell.

The Dragons of Krynn

Dragons are the true children of the world of Krynn, embodying the elemental forces themselves. In the ancient days of Huma, the dragons were driven from the world that gave them birth. Since then, trapped on a far-off plane, the dragons of evil have conspired to return. The dragons of good, also exiled, resolved to leave the light of Krynn to the children of the gods.

The dragons of Krynn are power incarnate and know it. They are—and should be—the most fearsome of opponents, capable of inspiring awe and fear in all who behold them. As Dungeonmaster, you have the responsibility for playing these magnificent beasts properly.

There is nothing so terrifying as a dragon on wing. When in flight at full speed, dragons rush across the world like a gale, but their ability to turn from their path is greatly impaired (Maneuverability Class E, see DMG). When engaging earthbound creatures in combat, a dragon slows to half-speed, improving its maneuverability to Maneuverability Class D. At less than half-speed the creature's flight is stalled and it begins to lose altitude. It can climb at half-speed or dive at double speed. A dragon can also glide for short distances but loses 1,000 feet of altitude per round. If a dragon stalls while climbing, it can turn 120 degrees out of the stall as it dives to regain speed. A very young or young adult dragon has a maneuverability rating of one higher than normal (Maneuverability Class D at full speed, Class C at half-speed). Dragons may not fly higher than 10,000 feet, because the air becomes too rarefied to breathe at that altitude.

When attacking from the air, a dragon makes use of of its breath weapon and its power to cause awe, swooping down low over its opponents and then climbing back into the sky. A flying dragon can swoop down and either claw or bite, but not both. A dragon may dive at twice its normal speed and cause double damage with its claws on a successful hit. Dragons may not cast spells while flying, but can cast spells on the ground or when gliding.

Dragons will use their breath weapon twice and then wait until a strategic moment to use their third breath attack.

Dragons are haughty creatures and may refuse to fight except as it suits their own purpose. When using spells, they will often cast them before melee to avoid the conflict, weaken their opponents, or gain the upper hand. Once in melee, a dragon casts spells only if losing.

Dragons will not knowingly place themselves in a position to be subdued, although they are clever enough to pretend to be subdued to lure unwary adventurers into a trap.

Dragons are very clever opponents. They have been known to feign death, unconsciousness, sleep, or subdual to trap opponents, to stay just out of reach of enemy weapons, and to prefer long-range attacks. They can see, hear, and smell much better than most creatures, and automatically *detect hidden and invisible* characters at a range of 1" per age level. They are rarely surprised.

Dragons adapt their tactics to the situation, as is appropriate for very clever creatures. The following tactics are frequently used.

1. Dragons stay in the air in melee as much as possible to cause *awe* and stay out of missile range.
2. If on the ground, dragons charge to cause *awe* and gain charging bonuses—but never charge against impaling weapons!
3. If the combat area is dusty, they will beat their wings, stirring up clouds of leaves and dust to blind fighters and disrupt spell-casters.
4. They will use clever conversation and promises to talk their way out of bad situations—if they can talk.

The power to *awe* and *cause fear* is one of the dragon's most potent weapons. A flying or charging dragon causes *awe* under the following conditions:

1. If the watchers have fewer than 1 hit die, they automatically panic and flee for 4d8 turns.
2. If the watchers have fewer than 3 hit dice, they must save vs. Spells or (50%) be paralyzed with fear or (50%) flee as above.
3. All others must save vs. Spells or be -1 to hit.

Even the draconians are subject to this dragon power. However, if the draconians serve the particular dragon and are within 12", they are +1 to hit.

Dragons younger than adult cannot inspire awe.

Be sure and read the **Monster Manual** introduction to dragons, for these fearsome monsters have many special powers and abilities that make them the most dangerous and deadly of opponents.

And by the way—dragons *are* affected by their own breath weapons.

Each of the DRAGONLANCE™ modules features one or more dragons. The following additional information will help you play these creatures most effectively.

ONYX, the black dragon, is haughty, vociferous and vindictive. She feels stifled by her duties in Xak Tsaroth, and feels that man is but a nuisance—no real problem. Her tactics in battle are to jeer and taunt an inferior opponent, though she becomes deadly silent when things get tough. Given a chance, she will take wing in the vault and fly to the attack using *sleep* and *magic missile* to soften up targets. She uses her other spells as a last resort.

EMBER, the red male dragon, is proud, self-confident, and hot tempered. Only Verminaard's firm hand keeps him in check. Ember serves Verminaard only out of self-interest and shows unbridled rage in his absence. Ember feels far superior to all other dragons. His tactics are first to threaten opponents, then to beat his wings to distract and confuse his foes. He will cast *haste* on himself before entering most battles, and then use his breath weapon, *slow, sleep* and *web* spells to soften up his targets. *Mirror image* is only used for defense. *Wall of fire* is used to detain prey or pursuers. Occasionally, Ember uses *polymorph self* to disguise himself or to assume the form of a wizened old man.

FLAMESTRIKE, the female red dragon, is old and senile. She mourns the loss of her brood (actually stolen by Ember) and looks to the human children she guards as substitutes. She is easily cowed unless defending her children from danger, but then she is vicious and wild, fighting with abandon. She cannot cast spells but will take to the air and attack with her breath weapon, or use her claws and weight to get a death grip on an opponent and crush him.

WHISPER, the shadow dragon, is oathbound to protect the tomb of Fistandantilus. He takes an evil delight in causing despair in men. His tactics are to cast *continual darkness* on the ground near the entrance to the chamber. Then, he will glide down to a lower ledge and *hide in shadows.* He then casts *confusion* and *suggestion* to cause his opponents to feel despair and hopelessness. He uses *shadow monsters* and *phantasmal force* to create illusionary opponents, hoping to weaken and demoralize the enemy still further. Once these spells are cast, he glides down and uses his breath weapon. His other spells are used as needed in combat, but he saves *fog cloud* to cover his retreat. Whisper does not like to fly, and prefers to fight on the ground. Whisper has poor eyesight in bright light (-1 to hit).

Whisper's magic resistance of 20% (plus 5% for every level of the spell caster less than 11th) gives him an average of 40% chance to cancel a spell.

Whisper detests Blaize, considering him a big-mouthed grandstander with no dignity.

He is easily upset by Blaize and will respond to taunting. He will treat Ember with respect.

BLAIZE, the young brass dragon, is headstrong and brash, full of boasts and bravado. He will befriend humankind if not attacked or slighted. He has an intense dislike for Whisper and will do what he can to defeat and disrupt the creature. He is aware of the shadow dragon's magic resistance and immunities and will not use spells directly against it. Blaize will cast *continual fight* in the room to counter *continual darkness* and to impair Whisper's attacks by -1, as he has poor eyesight. He will then taunt his opponent into the air and breathe sleep gas on him to make him crash.

If Blaize faces Ember, he will attempt to harass the big dragon from a distance with spells, and then use his maneuverability to lead Ember into a power dive. Blaize can recover from a steeper dive than Ember; this may cause Ember to crash if he does not save vs. Petrification.

As Blaize is a young dragon, creatures may save at +2 vs. his breath weapon.

EVENSTAR, the gold dragon of the Floating Tomb, is a poet and dreamer, not a fighter. Although a powerful spell-caster, Evenstar uses his powers as much to create beauty as to defend himself. When he fights, he does not try to kill—unless he is driven into a rage by Ember.

Destruction of the beauty he has created can drive him to attack. Even so, he prefers using spells and breath weapon to sullying himself with physical combat.

Series Errata

In a project as large as the DRAGONLANCE™ series, mistakes will happen. If you correct the following errata, your game will run much more smoothly.

DL 1- DRAGONS OF DESPAIR

Page 2, Column 4 Location marked "X." The map with the marked location is the one on page 18. The "X" is marked on the road just east of Solace.

The large wilderness map in DL 3 is the most detailed and accurate. If there are any discrepancies between the maps, always assume the large map is correct.

Page 15, Character Cards Caramon should have 51 hit points (add 15 to correct the character cards in later modules) and Sturm should have 45 hit points (add 16 to character cards in later modules). The hit point values on the character sheets in this module are correct.

Page 17, Song of Goldmoon There are a number of technical mistakes that appear in the music, resulting from production problems we've since ironed out. The guitar chords are basically correct, however. We hope to print a corrected version of the song in a future DRAGONLANCE product.

DL 2 - DRAGONS OF FLAME

Page 1, 7 Goldmoon's Character Card. Because Goldmoon has a Wisdom of 16, she can cast 5 1st level, 5 2nd level, and 2 3rd level spells.

Raistlin's Character Card. Add *read magic* to Raistlin's spell book.
Page 20, Encounter 29 The giant slug's acid actually causes 1 - 12 points of damage. A person hit by the acid may try to save vs. Breath Weapon for half damage. If the save fails, the victim must save vs. acid for all of his possessions.

DL 3 - DRAGONS OF HOPE

Page 20, Encounter 47 The "Climb Walls" penalty applies to a surface that is "very smooth, slippery" as per the DMG notations under Thief Abilities (page 19). This increases the chance of falling to ten times normal.

Page 21, Encounter 63 These monsters should be wights, not wraiths. Wraiths are incorporeal and cannot shoot arrows.

Page 23, Encounter 80 The statistics for the invisible stalkers in the Crystal Maze are: AC 3; MV 12"; HD 8; hp *32* each; #AT 1; DMG 4-16; SA Yes; SD Yes; AL N; THAC0 12; Book M-55.

Page 25, Encounter 87 The order of the statues is incorrect. The first pair of statues casts *dispel magic* at 25th level of spell use. The second pair of statues *polymorphs* all weapons to wood for 12 game turns or until they are passed back through the magical field in the opposite direction (no saving throw). The third pair of statues casts *charm person.*

DL 4 - DRAGONS OF DESOLATION

Inside front cover, Map of the Floating Tomb. There are two numbering errors. The "37" on the middle level just underneath the "30" beside the fountain should be "27." The two overlooks on the right side of the map that are labeled "30" (one on the bottom level, one on the top) should be numbered "29."
Chapter 14 Dream Cards, pages 6/7 Permission is granted to photocopy these pages for personal use in playing the adventure.
The Hammer of Kharas, page 27 The *Hammer* can possess anyone whose combined Intelligence and Wisdom scores are equal to or less than 22 (Eben Shatterstone, in particular.)

The Dwarves of Thorbardin

The races of gnomes, dwarves, and kender are all descended from the race of men. The gnomes, kender, and men all believe the story of the Greystone of Gargath, but the dwarves believe themselves to be the special children of the god Reorx, forged in the earliest days of creation. Virtually all historical scholars (except, of course, dwarven scholars) disagree.

THE GREYSTONE OF GARGATH

When he created the world, Reorx needed the assistance of men to help him with the work. To this end did one-eighth of all men and their families follow Reorx across the sea, in hopes of learning the crafts of Reorx.

For many years, men worked happily under the guidance of Reorx. Yet men tended toward either good or evil, and rarely remained neutral. The men became proud of their skills and used them for their own ends.

Reorx was angered. In his wrath, he remade these men into a new race. As they had become tinkerers, so they would remain for all time. He took from them the crafts he had taught, leaving only their burning desire to tinker and build, invent and construct. He made them into a small people—they became the gnomes.

Hiddukel saw all of this and smiled. Reorx had worked long and hard to forge order out of chaos. Yet now, Reorx saw that the balance of neutrality was not maintained. Hiddukel knew that Chislev also felt this swing in the balance. Herein was the foundation of mischief.

Hiddukel went to Chislev. With cunning words, he convinced Chislev that the forces of evil were losing. Their only hope, he said, was for neutrality to take ultimate control. Chislev agreed, and, at Hiddukel's insistence, asked Reorx to forge the Greygem.

The Greygem was a marvelous artifact. A large clear grey stone of many facets, it was designed to hold and radiate the essence of Lunitari, the red-sphere of neutral magic. Hiddukel had convinced Chislev that this stone would anchor neutrality to the world of Krynn and solidify the neutral position on the planet. Chislev convinced Reorx of the same thing and thus the stone was created. It was placed within Lunitari and magic swelled within it.

Reorx, although still angered by the gnomes, had never forsaken them. He loved them, and now could see how they might yet serve him. He appeared unto their priest, and presented a plan for a Great Invention he wished the gnomes to construct. It would be powered by a magical stone that Reorx would provide. The gnomes, as was their wont, built the machine thirty times the required size and with mechanisms that never served any purpose. Their general consensus was that it would work once the stone was in place.

Reorx now finalized his plan. Among his servants he found a lowly gnome that truly worshipped his arts. In a vision, the little gnome saw the Greygem and wanted it more than anything. He approached the problem of getting it like any gnome . . . he invented something.

His invention was truly worthy of the gnomes—a mechanical ladder that lifted itself into the sky. The strange device had pulleys and counterweights and wheels and cogs. It made a terrific racket when it worked. Yet Reorx smiled upon that gnome and gave to him a secret device. The gnome's ladder worked. One could set it upright on the ground, winch up the top section and then climb up to the top. From there, the bottom part could be winched up off the ground so that the ladder hung steadily in mid-air. Then, the operator would climb up the new section and repeat the process. Slowly, the ladder pulled itself up into the sky, and eventually reached the scarlet moon itself.

With a magical net given to him by Reorx, the little gnome captured the Greygem. He lowered the ladder back to the ground, and went to place the Greygem into the Great Invention. But the moment he opened the net, the stone leaped into the air and floated quickly off to the west. All the gnomes rushed to pack up their belongings and follow it. They followed it to the western shores of their land and quickly built ships. The Greygem floated westward across the waters with the gnomes in pursuit until the gem finally approached the shores of Ansalon.

Reorx was deeply disturbed, for the gem created magical havoc wherever it passed. Beasts and plants were reshaped in magical ways. New races of animals sprang up overnight and spells cast went wild. Instead of anchoring neutrality, the gem only made the pendulum of good and evil swing more rapidly than ever before. He then understood how he had been tricked by Hiddukel and Chislev.

At that time, there was a great ruler among men, named Gargath. He was a barbarian prince who loved well the gods of neutrality and served their purposes.

One spring day, Gargath was in prayerful communion with Zivilyn. When he looked up, he saw a grey gemstone floating above the altar. It pulsed with a steel grey light. Gargath took this as a gift of the gods and placed it high in a tower. Here, by various traps and magic, did he secure the stone so that all could see its light and yet none could take it away.

The grey light shone as a beacon for two armies of gnomes who had been pursuing the Greygem for many years. One army was filled with desire for the wealth the gem represented. The other army was made up of those most curious about the gem and its workings. The two joined forces to recover the gem and proceeded to march on the castle.

The gnomes first demanded the stone. Gargath refused. They threatened war. He welcomed the fight. The gnomes were outnumbered. There was only one thing left to do: they invented something.

Two weeks later, a giant siege engine came thundering toward the gates of the fortress. It broke down just short of its goal. The gnomes retreated with heavy losses.

Three weeks later, a second great siege engine approached, sounding like a hundred ghosts wailing. This one rammed the first siege engine and caught fire. It burned to the ground and the gnomes retreated with heavier losses.

Nearly a month and a half later, a towering colossus of a siege engine roared toward Gargath's battlements. Charging through the ashes of the first two siege engines, the drive mechanism broke. The siege engine fell forward and shattered the outer wall of the castle. Although this wasn't exactly what the gnomes had planned, the result was good enough. The gnomes charged in through the broken wall.

As the gnomes rushed into the courtyard, both sides were amazed to see the steel grey light from the tower suddenly fill the area with unbearable light. When men could see again, the two factions of gnomes were suddenly fighting each other. One side was filled with lust for the gem and the other side was filled with curiosity.

Under the power of the gem, the gnomes changed. Those who lusted after wealth became the dwarves. Those who were curious became the first kender. True gnomes yet remained in the far-off islands, but dwarves and kender quickly spread throughout the continent of Ansalon.

Of the Greystone of Gargath, none knew where it had gone. Some say the gem returned to the heavens, and others say it is hidden somewhere on the world of Krynn, where it will one day be rediscovered.

THE KINGDOMS OF THE DWARVES

The newly-created race of dwarves was drawn to the earth, where the wealth of metal and gems was most easily found. And so they became miners and craftsmen. Unlike the gnomes, they were not tinkerers and inventors (although dwarven technology is well respected). Like the race of man from which they are descended, they have equal measures

of good, evil, and neutrality. All dwarves revere Reorx, and neutrality is a common dwarvish ideal.

The Kingdom of Thorbardin is one of the oldest nations in the world. In it, the dwarves fragmented yet again. One tribe of dwarves became the rulers of Thorbardin and held the throne for thousands of years. They became known as the "highest," or "Hylar."

Some dwarves chose to settle in the Kharolis Mountains rather than in the great underground cities. They had more dealings with men, who called them the Hill Dwarves to distinguish them from their cousins, the Mountain Dwarves. They became known as the "nearest," or "Neidar."

Some dwarves interbred with men, and became known as the "degenerate," or "derro." Shunned by men and dwarves, they became twisted and many turned to evil. They are rumored to be slavers and cannibals, and are allied with gargoyles and lamia. There are two tribes of derro. The first derro called themselves the "thankless," or "Theiwar." The derro themselves split and the second derro kingdom called itself the "deepest," or "Daergar."

Among the mountain dwarves, one tribe became the best miners, and they called themselves the "dearest," or "Daewar," because of their abilities to find the most precious and dearest gems.

Last of the dwarven races is the Aghar, the "anguished," commonly known as gully dwarves. The Aghar are a crossbreed between dwarf and gnome, but neither side wishes to claim any credit for this disgusting and stupid race. For some reason, the interbreeding of gnome and dwarf led to a race possessing the good features of neither parent—they have the greed of the dwarves, the singlemindedness of the gnomes, and the intelligence of neither. They are fit only for menial work, and even then require close supervision.

Character Notes

Many characters play roles in the DRAGONLANCE™ epic. The following notes are in addition to the NPC CAPSULES that appear in the individual modules.

VERMINAARD

Only the true gods have the power to grant spells to their clerics. Verminaard worships the Queen of Darkness (known as Takhisis to the draconians), the most powerful god of evil. From this, you can infer that the true gods of evil reentered the world of Krynn before the gods of good arranged for Goldmoon to find the Disks of Mishakal. Thus, the age-old war of good and evil continues.

FIZBAN THE FABULOUS

This crotchety and senile old magic user appears at various times in the adventure (he is, for example, the old man at the Inn of the Last Home in DL 1), causes trouble, and often seems to get killed. Only Raistlin, of all the characters, feels that Fizban is a man of power. It is generally obvious that once he possessed great spells, but whenever he tries to cast a spell, something goes wrong. Fizban can aid the heroes at your option, but something should go wrong with whatever the old man tries. But no matter what goes wrong, the end result is always beneficial. Fizban is a character you can have fun with, and who can lighten the course of the adventure.

SESTUN

This funny gully dwarf is a slave of Fewmaster Toede's, and befriends the heroes when they are prisoners in the slave caravan heading for Pax Tharkas. He is punished for this, and is later encountered in the dungeons of Pax Tharkas. Sestun is available as a tragi-comic sidekick/ henchman for any PC who thinks to recruit him. Flint dislikes gully dwarves intensely, but Tasslehoff or Caramon might take pity on the creature.

Sestun has a nobility unusual in Aghar, and can count almost to three. He tries very hard to be of service to his master, but the only skills he has are enthusiasm and climbing ability. He has a puppy-dog eagerness to please (even Flint) and his feelings are easily hurt. Sestun's devotion and stupidity could result in his tragic death in an effort to save his master.

FEWMASTER TOEDE

Toede has an innate ability to survive and escape if captured. He is a cunning coward who leads from behind, lies, cheats, and does anything he can to prosper. He has been known to dress up lesser hobgoblins in his uniform to make them more attractive targets.

Toede takes credit for things that go right and shifts the blame when things go wrong. His ability to avoid blame is his greatest asset in advancing through the ranks of the dragonarmies.

FISTANDANTILUS

Fistandantilus, now only a demilich, was the greatest mage in the entire history of Krynn. Many of the spells he used were of his own design, and are not found among the more common spells of the AD&D® game. As a 25th level mage, he was able to create such unique spells as the stasis globe that imprisoned Blaize, and the final spell of destruction that ended the Dwarfgate War.

There is a strange bond between Raistlin and Fistandantilus—a story for a later date. When Raistlin is in Skullcap, the intelligent defenses of the demilich (skeleton warriors and the demilich itself) will not attack Raistlin unless they themselves are attacked, and even then will attack only to subdue, never to kill. Raistlin's player should be told that he feels strange when in Skullcap, but he can tell nothing else about the place.

The Council of Freedom

The Council of Freedom is responsible for the safety and security of the refugees of Pax Tharkas. Once formed, they are solid in their mission, in spite of the various political undercurrents. Although the text suggests that the Council might elect to leave behind the weak and sick, the Council will under no circumstances vote to do this. It might allow a smaller party of the refugees to scout ahead, hence the higher movement rate.

Because magic is a commonplace happening in the world of Krynn, the Council, like any governing body, takes precautions to keep magic from influencing the outcome of decisions. No one is allowed to bring any magical item or device before the Council, for fear that it might charm the members.

When Elistan becomes a cleric (DL 3), he will begin each meeting of the Council by casting *dispel magic* over the members, thereby breaking any *charm* spells. Elistan strongly disapproves of using magic to sway the Council, even if his political interests would be served thereby.

The Story Yet To Come

The First Book of the DRAGONLANCE™ Chronicles has set forth many mysteries that are yet to be explained. Where is Kitiara, and why has she not yet returned? Why have dragons returned to Krynn, and what is the mysterious oath (DL 4) that prevented Evenstar from fighting Ember? What is the source of the dragon highlords' power? Where did the draconians come from? Is there safety in the south?

These are questions to be answered in future DRAGONLANCE stories. The heroes have won their first battle—Verminaard is dead and it is clear that the dragon forces can be beaten. Now, the search is on for weapons of power-weapons that can defeat the dragons and turn the tide of the war.

The story has just begun. We look forward to sharing more exciting adventures with you in the months to come!

The Creation of The World

Astinus of Palanthus, the renowned historian, spent many years collecting legends and stories concerning the early history of the world of Krynn, from which he created his famous scroll set, The Iconochronos.

The material presented here was drawn from the pages of that great tome, translated into a form more appropriate for the modern reader.

The Creation of The World

Before the beginning there was Chaos.

Then the Gods appeared from Beyond, bringing Good, Evil, and Neutrality into existence.

Reorx, the Forging God, struck his hammer amidst the Chaos. Chaos slowed and the sparks from his hammer became the stars. The Gods then created the spirits of all the races who would eventually people the new worlds born in the Great Forging. These spirits were the Children of the Gods.

The Gods began to quarrel over these spirits. The Gods of Good wanted to nurture the spirits in the paths of righteousness and share with them dominion over the universe. The Gods of Evil sought to make the spirits their slaves, to do their every bidding. The Gods of Neutrality sought a balance: to give the spirits freedom to choose for themselves whether they would serve Good or Evil.

And so the All-Saints War raged among the heavens. The Good and Neutral Gods combined forces to keep Evil from a final victory.

Then spoke the HighGod from Beyond, who decreed the Balance of the World. The Gods of Good, Evil, and Neutrality would each be allowed to bestow one gift upon the spirits.

The Gods of Good gave the spirits life and physical form. Thus, the spirits gained control over the material world and became more like the Gods themselves. The Gods of Good hoped the spirits would bring peace and order to the worlds, and lead them along the path to righteousness.

The Gods of Evil decreed that these physical beings would hunger and thirst, and have to work to satisfy their needs. The Gods of Evil hoped that through hunger and suffering they could subjugate the races.

The Gods of Neutrality gave the spirits the gift of free will, to choose freely between Good and Evil. Thus did they preserve the Balance of the World.

And so the Gods created the world of Krynn as a dwelling place for the spirits. The HighGod decreed that each could choose his or her own way through life. Then would come death, the passage from Krynn to the next state of existence.

The Races of The World

Many races were created from the spirits. First were the elves, most favored by the Gods of Good. Elves are the Shapers of the world, who possess good magic to bend nature to their will. They have the longest lifespan of all the spirits—although they change the world, they themselves change very little.

The human race are most favored by the Gods of Neutrality, although the souls of men are coveted both by the Gods of Good and Evil. Men can choose most freely between good and evil. Their shorter time in the world is spent in striving for power and knowledge. They are quick to think and to act—often without considering the consequences. Thus men give the world motion.

The race of ogres are most favored by the Gods of Evil. In the beginning, the ogres were the most beautiful of the races, but they could think only of their hungers. They were easily enslaved by their needs, and their beauty vanished as their hungers devoured them. The ogres are selfish and cruel; they delight in inflicting pain and suffering upon the weak.

The HighGod created the fourth class of beings: the animals. He created them with a balance of Good, Evil, and Neutrality, and they were born of the world itself. Dragons are the lords of the animal kingdom. As with all other beings, they are free to choose among the alignments of the gods.

The Age of Dreams

The Age of Dreams was the first age of the world of Krynn. It is shadowed in myth and song, and little is known of the earliest days of the world.

This Age began when the world was created, and ended when recorded history started, about two millennia ago. The most comprehensive record of those days is contained in the *Lifescroll of Song* compiled by the bard Quevalin Soth.

In those days was founded the first elfrealm, Silvanesti, and construction of Kalthax, the great kingdom of the dwarves, was begun.

The dragons of evil were the dark force in those days, making war upon the other races to enslave them. Many and horrible were the wars of those centuries, but always the dragons were beaten back.

Tragedy struck the other races as well. The great Kin-Slayer War between elves and humans lasted for fifty years until a peace could be negotiated. The Swordsheath Scroll ended the Kin-Slayer War, but many elves left Silvanesti to seek new homes. They traveled west, and founded the nation of Qualinesti.

The human empire of Ergoth was the greatest kingdom of that age. Founded in ideals of peace and justice, it became corrupt and oppressive. Vinas Solamnas, head of the imperial guard, led an army to the east to quash a rebellion, but found that the rebellion was justified. He was converted to the side of the rebels, and commanded the army that won freedom for the eastern states of Ergoth. He created the Order of the Knights of Solamnia to protect the freedom of the people.

Ergoth was divided into independent states, and the nations of Istar, Solamnia, and Goodlund were born.

The Knights of Solamnia ruled justly for many centuries, and peace settled over the land.

Then came the Third Dragonwar, the most terrible challenge to the balance of the world. It lasted nearly three hundred years.

Huma Dragonbane, a Knight of Solamnia, studied with a holy man and prayed to the Gods for aid. His quest for aid took him to many lands. In his travels, he met a silver dragon in human form, who fell in love with him. The silver dragon gave Huma the secret of the Dragonlance. Paladine, the greatest of all the Gods, came down to Krynn in mortal form to aid Huma. Huma drove the dragons

from Krynn, and battled Takhisis, Queen of Darkness with the aid of the dragonlance. He drove the dragons from the world and cast them into darkness.

Thus ended the Third Dragonwar, and with the banishment of the dragons, the Age of Dreams came to an end.

The Age of Might

The Age of Might was the golden age of Krynn. It lasted nearly a thousand years, and was a time of power, glory, peace, and achievement.

Following the banishment of the dragons, the ogres, now without their powerful allies, overestimated their own strength and attacked the dwarves of Kal-thax. The Ogre Wars lasted nearly a hundred years, and ended with the total defeat of the ogres and their enslavement by the other races of Krynn. Although bands of renegade ogres lurked in the mountains and occasionally attacked settlements, the ogres as a nation were completely dead.

Ergoth, weakened by its fragmentation into independent states, declined as a major power. The nation of Istar took its place as the dominant political power on the continent of Ansalon.

The independent kender states united with Istar in a treaty known as the Kendermeld. Silvanesti also joined the Empire of Istar in the Treaty of Elfmeld. Under heavy pressure from neighboring states, the dwarven kingdom of Kal-thax agreed to the Dwarfmeld. Finally, Solamnia and Ergoth submitted to the Greatmeld. The Empire of Istar had created the first government to rule all Ansalon.

The glory of Istar had now triumphed. An unlimited future of peace was at hand. The forces of evil seemed to have been completely vanished—dragons were no more, and the ogres had been broken. And in the 959th year of the Age of Might, the High Kingpriest of Istar decided to rid the land of even the vestiges of evil by summoning one of the Gods to do his bidding . . .

The Cataclysm was the result.

The Cataclysm

The Gods were angered at the pride of the High Kingpriest, as a parent is angered by a willful child. The Gods may sometimes give aid, but must be approached with humility instead of pride. And so they determined to teach the people of Krynn a lesson, since it is a parent's duty to correct a child's willful behavior.

A fiery mountain was flung from the heavens to destroy the city of Istar. The very face of the land was changed. Mountains were raised up, and land sunk into the sea. Thus did the Gods punish the behavior of their children, and so did they hope that their children would return to the paths of righteousness.

But the peoples of Krynn did not understand the lessons the Gods taught. They did not see that their pride had brought on catastrophe. They saw only the wrath of the Gods. Feeling abandoned, the people of Krynn turned from the worship of the true Gods, and searched for other gods. Men came to worship false gods, and clerics lost the power to work magic. Everywhere the people of Krynn turned on their champions. Even the once-noble Knights of Solamnia lost favor because they could not undo the Cataclysm.

Chaos reigned throughout Krynn in the shadow years that followed the Cataclysm. The dwarves of Thorbardin, blaming humans and all other races for the tragedy, shut the doors of their kingdom against all, including their own kin on the outside. The wizard Fistandantilus, the most powerful mage of his time, led the armies of hill dwarves and humans in the Dwarfgate War. When his defeat became certain, he loosed a spell of such destructive power that both armies were destroyed.

And so the doors to Thorbardin were shut, and their location lost in the changed land. The elves also withdrew from contact with humanity, and the lands of Silvanesti and Qualinesti were shut to all but a few outsiders.

Those were shadow years. False gods were better than no gods at all, and a variety of faiths sprang up. Ancestor worship was common among the peoples of the plains. The scholars of Haven and Solace founded the Seeker movement, initially a gathering of seekers after the old truths—or at least new truths that might work. In time, the intellectual Seeker movement turned into a political movement, and the Seeker Theocracy came to power in Abanasinia. They adopted "new" gods and abandoned the search for truth.

Poverty was now everywhere, for much of the wealth of ancient times had vanished in the Cataclysm. Gold, the precious metal of history, was all too common and useless for everyday living. Steel became the metal of value throughout most of the continent of Ansalon, for it was useful and practical. Soon, coins of steel became the basic trade material.

The elves remembered the times long past, but the short memories of humans caused the ancient world to be largely forgotten within a few generations. Dragons were thought to be simply creatures of myth, fit only to frighten children. The idea that clerics could once work spells was blasphemy in the Seeker Theocracy. People were imprisoned and sometimes burned for such claims.

Slowly, Krynn began to recover from the Cataclysm, but soon reports of a greater evil were heard. Warlords in the north were conquering the lands of the ancient nation of Istar. Armies were on the march again. The broken forces of the scattered people were no match for the strange forces allied to these new "highlords."

Soon, the people of the north knew the terrible truth. The Highlords had allies out of nightmare. The dragons had returned to Krynn!

The Dragons of Krynn

Dragons have not appeared in the world of Krynn for over a thousand years, not since the end of the Age of Dreams. Indeed, most people of Krynn, except for scholars and wizards, believe that dragons are but children's tales.

The origin of dragons seems to stretch back to the forging of the world itself. Dragons came into being not from the stars, as did men and elves, but from the very essence of the world itself. Thus the dragons are the life force of Krynn become flesh.

Dragons allied themselves with the forces of good, evil and neutrality, as did all other races according to their natures.

Three Dragonwars were fought during the Age of Dreams. In the final Dragonwar, a young knight of Solamnia named Huma was given the secret of the dragonlance. Flying a silver dragon, he battled the dragons in the skies. When the battle was over, the evil dragons had been defeated. To preserve the balance, the dragons of good and neutrality departed the world.

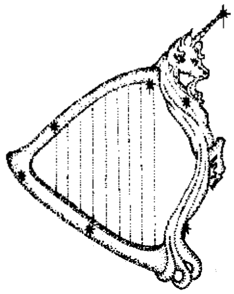
After the Cataclysm, reports of dragons increased. Soon, the lords of the land came to know that myth had become reality: dragons had returned to Krynn.

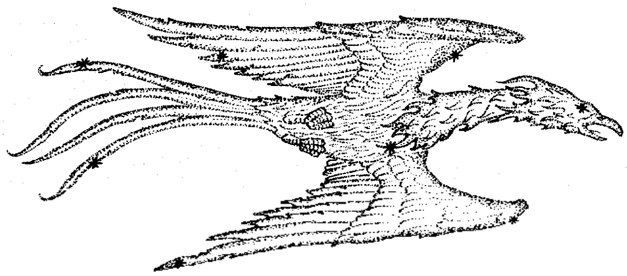
What brought these dragons back to the world? None could say. The dragons themselves seemed to be in the service of the strange dragon highlords. None knew how the highlords acquired dragons, but all knew that the dragons and their allies had created the most formidable single army ever to march across the face of Ansalon.

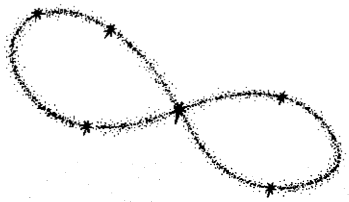
The wise saw an even greater mystery. If the dragons of evil were stalking the land, where then were the dragons of good? There were a few reports of good dragons being sighted, but they refused to fight against their evil cousins. Why did they refuse? It was not until the strange quest of the Heroes of the Lance was far advanced that the reasons started to become clear . . .

The Gods of Krynn









The gods of Krynn came from beyond out of chaos to forge the universe during the Age of Starbirth, as told in the Tale of the Creation. The origin of the gods is unknown, although it is believed that they came from a different sphere of existence. All of the facts of the Age of Starbirth are now heavily obscured in myth and legend, especially since the Cataclysm, when knowledge of the true gods departed from Krynn.

All the information in this section was gleaned from the *Disks of Mishakal,* which were found by the Innfellows in the ruins of Xak Tsaroth. If a person reads the Disks with the proper devout attitude, he can become a true spell-using cleric. Clerics of Krynn wear a *Medallion of Faith* engraved with the symbol of the god they follow. These medallions have only one power—they magically duplicate themselves when a new cleric comes into being. The new medallion bears the symbol of the god the new cleric follows—regardless of what symbol was on the original.

Only the gods themselves know their true names, and certainly do not disclose them to mortals. The names given here were in common use in the years following the great Dragonlance Wars in the different cultures on the continent of Ansalon. The list is by no means complete.

There are twenty-one known gods of Krynn: seven gods of Good, seven of Evil, and seven of Neutrality. All the known gods are represented in the heavens. Six gods of Good and six gods of Evil make up the zodiac. Six gods of Neutrality are represented by wandering stars (planets). The remaining three gods—of White, Black, and Red magic-are represented by the three moons that orbit Krynn.

THE GODS OF GOOD

Paladine, The Celestial Paladin

Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), E'li (Silvanesti), Thak (Thorbardin), The Great Dragon (Solamnia)
Symbol: The Silver Triangle, also the Pinetree (Silvanesti) or Anvil (Thorbardin)
Colors: Silver, white
Sphere of Influence: Rulership and guardianship

Many believe that the ancient hero Huma was actually Paladine in mortal form, when he drove the dragons from the land during the Age of Dreams. Paladine's constellation traditionally guards the Gate of Souls, keeping the dragons from returning to Krynn.

Majere

Other Names: Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti)
Symbol: Copper Spider, also the Single Rose (Qualinesti, Silvanesti), and the Mantis (Solamnia)
Colors: Copper, red
Sphere of Influence: Meditation, control, and thought

Majere is the favored god of monks. He is said to give his followers symbols that, when cast upon the ground, become insects that fight for their owner.

Kiri-Jolith

Other Names: Corij (Ergoth), Kijo (Thorbardin), Jolith (Kharolis)
Symbol: Bison's horns, also horned battle axe (Thorbardin, Kharolis)
Colors: Brown, white
Sphere of Influence: War and battle

Kiri-Jolith is a god of war, but not of battlelust. He is the favorite god of paladins and good-aligned fighters. His constellation seems to threaten that of the Queen of Darkness in the night sky.

Mishakal, The Healer

Other Names: Ka-mel-sha, the Healer in the Home (Tarsis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Quen (Qualinesti), Skymistress (Goodlund), the Blue Lady (Balifor, Highlo)
Symbol: Blue infinity sign
Colors: Sky blue
Sphere of Influence: Healing, knowledge, fertility

Mishakal is found in nearly every known civilization of Krynn.

Habbakuk, The Fisher King

Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skylord (Balfor, Goodlund)
Symbol: Blue bird, also blue phoenix (Ergoth)
Colors: Deep blue, white
Sphere of Influence: All animal life and the sea

Branchala, The Bard King

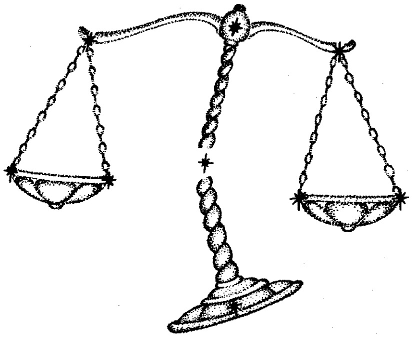
Other Names: Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Bran (Ergoth)
Symbol: Bard's harp, flute (Goodlund, Qualinesti, Silvanesti)
Colors: Yellow, green
Sphere of Influence: Elves, kender, forests, music

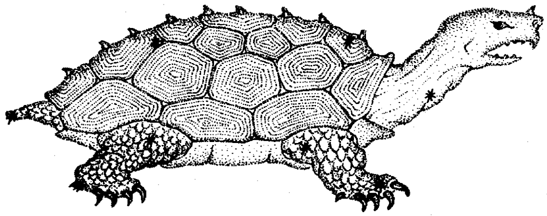
Branchala appears in the form of whatever people he is visiting. He is considered the highest god of the elves and kender.

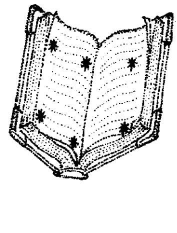
Solinari

Other Names: Solin (Ergoth), Whiteeye (Goodlund, Balfor), God's Eye (Thorbardin), Ivory Disk (Highlo)
Symbol: White circle or sphere
Colors: White, silver
Sphere of Influence: Good magic

Solinari is the white moon of Krynn. The influence of good magic waxes and wanes according to its position in the heavens.







THE GODS OF EVIL

The Queen of Darkness

Other Names: Dragonqueen (Istar, Silvanesti, Ergoth), She of the Many Faces (Highlo), Mai-tat (Tarsis), Nilat the Corruptor (Icewall), Tamex the False Metal (Thorbardin), Takhisis (Dragonarmies)
Symbol: Black crescent
Colors: Black
Sphere of Influence: Night, evil dragons, hatred

The Queen of Darkness is worshipped by the dragon highmasters, the draconians, and allied humans.

Sargonnas

Other Names: Argon (Istar, Ergoth), The Firebringer (Highlo), Misal-Lasim (Tarsis), Gonnas the Willful (Icewall), Sargonax the Bender (Thorbardin), Kinthalas (Silvanesti), Kinis (Qualinesti)
Symbol: A stylized red condor, also a red fist (Thorbardin, Istar)
Colors: Red, black
Sphere of Influence: Deserts, volcanoes, vengeance, fire

Morgion

Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (Icewall), Morgax the Rustlord (Thorbardin)
Symbol: A hood with two red eyes, also an upside-down axe (Thorbardin), or a rat's claw (Highlo)
Colors: Deep brown, black
Sphere of Influence: Disease, decay, plague

Morgion's followers meet in dark places of worship, and are very secretive in all things.

Chemosh

Other Names: Aeleth (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin)
Symbol: A yellow skull
Colors: Black, sickly yellow
Sphere of Influence: All undead

Worshippers of Chemosh generally wear white skull masks and black robes.

Zeboim

Other Names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Icewall), Bhezomiax (Thorbardin)
Symbol: A turtle-shell pattern
Colors: Green, red
Sphere of Influence: The sea, undead sea races

The name for Zeboim translates as "Sea Queen" in both Tarsis and Ergoth. Zeboim is unknown to most dwarven races.

Hiddukel

Other Names: None
Symbol: Broken merchant's scales
Colors: Red, bone white
Sphere of Influence: Demons, damned souls

Hiddukel is a deal maker who trades in souls. He controls all ill-gotten wealth in the world, which he uses to corrupt greedy men. He is the patron of evil businessmen.

Nuitari

Other Names: None
Symbol: A black circle or sphere
Colors: Black
Sphere of Influence: Black magic

Nuitari is the black moon of Krynn. Its existence is known only to astrologers, navigators, magic-users, and others who watch the heavens, for it is known only when it blots out stars and planets. The influence of black magic waxes and wanes according to its position in the heavens.

THE GODS OF NEUTRALITY

Gilean

Other Names: Gilean the Book, Grey Voyager, the Sage, the Gate of Souls
Symbol: An open book
Colors: Gray
Sphere of Influence: Knowledge

Gilean holds a book, the Tobril, which contains all the knowledge possessed by all the gods. All truth is contained in that single tome—but portions of it are sealed.

Sirrion, The Flowing Flame

Other Names: The Alchemist, The Firemaster
Symbol: Multi-colored fire
Colors: Bright reds, yellows
Sphere of Influence: Flame

Reorx, The Forge

Other Names: None
Symbol: Forging Hammer, Dwarven Hammer (Thorbardin)
Colors: Slate gray, red
Sphere of Influence: Dwarves, weapons, technology

Humans tend to portray this god as a paunchy squire to Kiri-Jolith, but dwarves and gnomes hold him as the highest of the gods. Reorx forged the universe with his hammer. He also forged the Greystone of Gargath, and is thus the father of gnomes, dwarves, and kender.

Chislev

Other Names: None
Symbol: The feather
Colors: Brown, yellow, and green
Sphere of Influence: Nature

Chislev is nature incarnate. He/she is served by a large number of animated wooden creatures who carry out his/her wishes in the known world.

Zivilyn

Other Names: The World Tree, the Tree of Life (Qualinesti, Silvanesti)
Symbol: A great green or gold tree, sometimes a Vallenwood
Colors: Green, gold
Sphere of Influence: Wisdom

Zivilyn is said to exist in all times and in all lands, and posseses all the wisdom of all the planes of existence. He is the counterpart to Gilean, the god of knowledge.

Shinare

Other Names: Winged one, gold master, walking liberty
Symbol: The griffon's wing
Colors: Gold, silver, brown
Sphere of Influence: Money, wealth

Shinare is a favorite god of the dwarves, and is the patron god of merchants and commerce.

Lunitari

Other Names: Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin)
Symbol: Red circle or sphere
Colors: Red
Sphere of Influence: Neutral magic, illusionist magic

All neutral magic and illusionist spells are governed by Lunitari, the red moon. The influence of neutrality and illusion waxes and wanes with the position of the red moon in the heavens.

How The Heroes Met

The following short story tells what happened prior to the start of the DRAGONLANCE™ game adventure. You can let the players in your campaign read it, since their characters "lived through" the events portrayed. For more information about the early days of the DRAGONLANCE game heroes, read The Test of the Twins by Margaret Weis (DRAGON® Magazine #83) and A Stone's Throw Away by Roger Moore (DRAGON® Magazine #85).



Flint

It all began with Flint.

Flint was a hill dwarf from the wilds of the Kharolis Mountains. Centuries before, his father fought in the Dwarfgate Wars against the mountain dwarves of Thorbardin. Both armies were obliterated in the final battle of that war, and the mountain dwarves shut the doors of Thorbardin forever. The hill dwarves, their kingdom shattered, fared much worse—they were fragmented into tiny clans. Flint grew up in the poverty of those mountains, and learned his trade as a metalsmith. When he reached adulthood, he set out into the world to ply his trade. Secretly, he imagined himself returning rich and powerful to reunite his people.

Flint eventually moved to Solace, and established that small town as his home base, since it was near all the major trade routes (and had one of the finest inns in the known world). From Solace he traveled widely, for his skills were in great demand. He became one of the few dwarves to be an accepted visitor in the elven kingdom of Qualinesti.

Flint was always popular with children, and elven children were no exception. The dwarf made delightful and ingenious toys. One of the youngsters who watched the dwarf work was a half-elf named Tanis, ward of the Speaker of Suns, the ruler of Qualinesti. Flint took a special liking to this youngster, sensing in him some of the qualities that he himself possessed.

Tanis

Tanis felt he didn't fit into elven society, mostly because he was half-human. He felt the difference between himself and his elven kin very strongly—perhaps more strongly than did the elves. His inner conflict increased as he grew older. Tanis reached the breaking point when Laurana, daughter of the Speaker of Suns, fell in love with her childhood friend and proposed marriage. Tanis knew the trouble this would cause, and was not sure of his own feelings for Laurana. Accordingly, he decided to leave Qualinesti and learn more about his human side. He traveled to Solace to visit his old friend Flint.

Tanis arrived in Solace approximately twenty years before the Innfellows' great adventure began. He was about eighty years old, only a young man in elven reckoning.

Flint welcomed him warmly, for he was lonely. He took the young half-elf along on a business trip, and Tanis proved very useful at bookkeeping, collecting past-due accounts, and keeping the dwarf out of taverns. Tanis entertained wealthy customers with elven stories and songs. Business picked up, and soon Flint made Tanis a partner.

Kitiara

At about the time Tanis arrived in Solace, a thirteen year old girl was leaving Solace to find adventure on her own. This remarkable teenager was named Kitiara.

Kitiara's father was a darkly handsome, powerful warrior, who came from a noble family in the north country. He had found no peace in living at home, and had wandered far, selling his sword to any who would pay his price. Never was he more alive than when fighting for some cause or another. "The sword is power and the sword is truth," he said.

Perhaps it was this philosophy that caused his rift with his family. Some said (but never to his face) that he had committed some terrible deed that caused his family to cast him out. Whatever the reason, it was well known that he was not welcome in his own lands, though, from time to time, he received money from his relatives.

He toyed with women in his wanderings, until he had the misfortune to fall deeply and passionately in love with a fragile, delicate young woman of the south. He persuaded her to run away with him. This was easy, for she was a dreamer, a seer, and a romantic. The handsome warrior was all she had ever dreamed of.

He married the woman, and they settled in Solace—where no one knew him—and lived off his accumulated wealth for a while. They had one child, a daughter.

As his wealth dwindled, the warrior left home frequently to fight for whomever could pay him. He returned home less and less often, for he knew he would never have a son by this wife. His affection was reserved for his daughter, and he taught her the life of a soldier—the only life he knew.

The warrior trained his daughter in the military arts. At the age of seven, she saw her first battle. Her father cut her black hair and introduced her as his son. Kitiara's skill, even at this early age, won praise from the the older warriors. She loved camp life. The sight of battle filled her with excitement. Her father impressed three things upon the young child: give no quarter in battle, win by any means possible, and power is the only truth in this world.

One day her father decided to leave his wife and family, for the desire for battle and adventure in far lands was strong in his blood. His wife, long beyond caring, agreed to release him from their marriage. Before he went, however, he took his daughter aside and, in secret, described a royal crest to her. This was his family crest, he said. If she was ever in need, she could travel north and seek out her relations. He warned the girl that they might not react kindly to her, but the bonds of family were strong and they would not turn her away.

Kitiara swore to herself that she would seek out her family only if she could show them that she was as good as they were. She bid her father good-bye calmly and with no tears. From that day forth, she kept her dark, curly hair cut short in preparation for the day when she would become a warrior. Kitiara's father had recommended her to an excellent swordsman in Solace. The girl continued her training.

Kitiara's mother soon remarried. This time she chose wisely: a kind, hardworking woodsman. He was a simple man with the ability to see deeply into the heart. He loved and cherished and understood his wife. Her trances and strange ways continued, but he took care of her and made life as easy for her as possible. They did not have much money, and this was a constant source of worry to him. He did not get along with his stepdaughter, but he had foreseen this from the beginning and was smart enough to know that the best he could do with Kitiara was to leave her alone.

Caramon and Raistlin

When Kitiara was eight, her mother bore twin sons. One was a strong and healthy baby, but the other very nearly died at birth. The mother was quite ill for months after her sons were born. The father was forced to work day and night to support his family. The neighbors had always avoided them. Consequently, it fell to Kitiara to care for the babies—particularly the weak one. The girl accepted this challenge.

Kitiara's first real battle was against death. The weak twin grew weaker and weaker every day. There were no clerics with healing skills in the world. But Kitiara was determined to win this fight, and, when all others had given up hope, she tended the baby, forcing him to live by the strength of her own will. She was victorious—the baby survived.

The twins were named Caramon and Raistlin .

The children's mother recovered, but never regained strength in either mind or body after her ordeal. She was content to let her daughter raise the boys. Kitiara enjoyed her role as surrogate mother to her brothers. She hoped to have two fighters who would be ideal lieutenants for her captainship—but she discovered that only one was strong enough to train as a warrior. This was Caramon, the first-born twin. Raistlin, the twin who had nearly died, continued to be weak and sickly. A few rounds with his brother and Kitiara's old wooden swords left him gasping for breath. The twelve year old half-sister pondered long and hard about what she could do to give her little brother a skill to compensate for his weakness. But it was her stepfather who discovered the key that would unlock Raistlin's future.

One day, when the twins were almost five, he took them to a village fair. They watched a local illusionist named Waylan. He was not very good, but he could work the small-town circuit. He did sleight-of-hand tricks and a few true magic spells. Caramon watched in open-mouthed wonder for awhile, then soon lost interest. But Raistlin sat in silence, never moving, totally absorbed in the performance. Caramon wandered off to enjoy other pleasures at the fair, but Raistlin stayed near the illusionist all day, watching his performance over and over. When the family returned home that evening, the woodsman was astounded to see his small son perform every one of the illusionist's sleight-of-hand tricks perfectly.

Both the woodsman and his stepdaughter immediately realized that magic was Raistlin's opportunity. Fortunately for Raistlin, the woodsman did not take the boy to the illusionist Waylan. Instead, he took him to a highly-reputed Master Mage who lived near Solace. This mage ran a prestigious school, acquiring pupils from the entire Haven/Solace area.

The Master was not overly impressed with the boy. Raistlin was one of those children who make adults highly uncomfortable. The child rarely spoke, but spent a great deal of time staring at people as if reading their minds. He had a phenomenal memory and could recite long, complicated stories after hearing them only once. He was quite good at arithmetic—particularly when it concerned money. All this the Master saw in his testing. He also found Raistlin had inherited **a** great deal of his mother's psychic abilities, although the child was unable to control or channel them. But, the Master told the woodsman, while all these abilities were to the child's credit and meant he was highly intelligent, it did not necessarily mean he was suited for the exacting study of magic. His weak health was against him, for one thing. The Master didn't particularly like the boy either, but he did not mention this to Raistlin's father.

As the two were talking, they suddenly realized that Raistlin was no longer in the room. They searched for him and found him sitting comfortably in the Master's library, a huge book resting on his knees. The Master frowned. "You shouldn't be playing with these books," he said sternly.

Raistlin looked up at him with large, dark eyes that seemed too big for his small, pale face. "I'm not playing with it," the child said cooly. "I'm reading it." The Master gasped. "That's impossible," he stated. "It takes years of study to read magic." The boy shrugged and began to read the arcane words aloud. "Stop!" the Master cried, having visions of the boy unwittingly conjuring a demon in his library.

And so Raistlin was accepted as a pupil.

Kitiara was now thirteen. Seeing that Raistlin was finally learning skills that would benefit him in later life (and possibly benefit her) and seeing Caramon growing taller and stronger than the other boys his age, she decided her responsibility for her brothers had ended. Kitiara packed her things and left home.

Tasslehoff

The same week Kitiara left Solace, an eighteen year old kender named Tasslehoff Burrfoot arrived in town. He had a pack full of maps, some delicate and ornate, some scrawled in his own hand. Tas was coming to the end of his Wanderlust. At some time in their lives, all kender suddenly get the uncontrollable urge to travel and "make the great map of every land". No kender going through Wanderlust has ever completed a full map of his or her wanderings. Tasslehoff's map was confused (so his story went) by an unfortunate incident with a teleporting ring which kept transporting him to unknown lands without notice. No one ever saw the ring—or believed the story, either.

All anyone really knew was that he came from somewhere in northern Ergoth, and was part of the Stoat clan of kenders.

Tas left home with everything his parents thought necessary to a kender's survival in the world. In addition to his maps (Tas, like all kender, loved maps) he carried a coil of strong rope, his Hoopak sling, and another bag full of odds and ends he had "acquired" during his life. For Tas was a "handler," as are most kender. (The term "thief" is considered in poor taste.)

Tas arrived in Solace during the spring festival. The season for travel was just beginning, and Flint, who had worked hard all winter preparing for his journey south, was displaying his wares. Tas wandered by Flint's booth and stopped to admire the dwarf's handiwork. (Like all kender, he recognized good quality workmanship when he saw it.) A copper bracelet caught the kender's eyes. It was exquisite. Tas was charmed. He looked around. Tanis, who normally did not participate in the selling end of the business, was breakfasting at the Inn of the Last Home. Flint had disappeared in the back of his tent to bring out more merchandise. No one was around.

Tas tried the bracelet on. It fit perfectly—obviously it had been made for him. He turned his arm this way and that, admiring the way the bracelet captured the light. He looked around again for the owner of the booth, intending to ask the price. No one was there. Well, thought Tas, I'll just come back later, and walked away. Unfortunately, he had absent-mindedly forgotten to remove the bracelet.

Tas hadn't gotten very far when he came to a stop. The most ungodly commotion had broken out behind him. Turning to see what was happening, he found himself face-to-hat with a red-faced dwarf yelling something about thieves and shouting for the guards. Tas stared at the dwarf in amazement, wondering what all the excitement was about. The kender even looked around, hoping to discover the thief. This just seemed to infuriate the dwarf more. Flint stomped his feet, grabbed the kender's arm, and nearly twisted it off trying to recover his bracelet.

Tanis returned from the Inn to find a large crowd gathered outside Flint's booth. It was not the kind of crowd he liked to see. Hearing Flint roar, he sighed, then charged into the crowd of gaping yokels. He found his partner apparently about to beat up an innocent-looking kender.

Tanis took charge. He quickly dragged Flint back to the booth. The kender followed. This was more fun than he had had in a long time. Flint shouted something unintelligible and pointed to the kender's arm. "Oh, THIS bracelet," Tas said, wide-eyed. He finally understood. He truly had no intention of stealing the bracelet. He had just wandered away, forgetting to remove it. Tanis, barely able to keep from collapsing with laughter, mollified his partner. Flint accepted Tas's explanation reluctantly. "You don't know kender," the dwarf growled at Tanis. He shook his fist at Tas, but the kender just grinned.

Tanis told Flint that he had just heard of a new route to the south and wanted to check it out before they started on their travels. "New route?" said Tas brightly. "I just happen to have a map. . ." The kender reached into his bag and pulled out a map, bringing nearly twenty more with it, all spilling to the floor. Tanis began to sort through them and was amazed at what he saw. There were maps of lands he had never heard of. Maps of lands that looked familiar but were different. These, he thought, dated long before the Cataclysm. Soon, he and Tas were deeply involved in discussion while Flint stomped around in a huff. Before the dwarf knew what was happening, Tasslehoff Burrfoot had become a traveling companion.

Kitiara Returns

Kitiara returned from her first journey in about two months. She was taller and stronger, her skin tanned. She said nothing about where she had been, but gave her stepfather money that would pay for her food and board for as long as she chose to remain in his house. She now wore a short sword—a real one—and carried a small shield. Caramon, inspecting her sword one day, was awed to find clotted blood near the handle. He asked her about it, but she simply shrugged and smiled. She had brought him a real sword as well, and taught him how to use it.

Kitiara was pleased with her brother's strength and skill, but was not as pleased with Caramon's character. He had a most sentimental habit of helping an opponent up once he had knocked him down. One day, Caramon and Kitiara came upon some town bullies shoving Raistlin around. Kitiara held back, to see how Caramon handled himself. The young giant attacked quickly, knocked one of the boys out cold, then watched in satisfaction as the others ran away. He turned around, expecting Kitiara's praise. Instead, she glared at him in anger.

"Why did you let them get away?" she demanded, helping Raistlin to his feet and wiping the blood from his face. "Look what they did to your brother! You should have gone after them and made them pay, every one of them!"

Caramon's mouth dropped open. Then he shut it and smiled. "Ah, those guys didn't mean anything," he said. "They're my friends. I'll talk to them and get them to apologize to Raist. Then we can all play together like always." He walked away, whistling cheerfully.

Years passed. Kitiara came and went on her mysterious journeys. She always returned with gold and jewels, and stories of her travels. When she was twenty four, she came back to find her mother and stepfather both dead. The woodsman had died in a terrible accident, falling from a vallenwood tree. Kitiara's mother had gone into one of her strange trances and never came out. She withered away, refusing food and drink.

The brothers were sixteen. Thanks to their mother's absent-minded neglect, they were capable of living on their own. They were, however, very happy to see their half-sister.

Raistlin was progressing well in his studies, although he thought the Master was too slow and painstaking. He was frequently bored in class and did not bother to conceal his yawns. He knew himself to be above the other boys his age, both in intelligence and dexterity. He had nothing in common with them, being unable to play their rough and tumble games. He had to conserve all his strength for study.

Raistlin had been an easy target for bullies (when Caramon wasn't around), and this gave the unlikable boy his one redeeming characteristic: a deep and abiding hatred for those who used strength to inflict pain and suffering on the weak. The young conjurer had a strong sense of justice, which went along with his brother's inherent sense of good. Anyone in trouble discovered that he could always count on receiving help from the twins. Caramon's fists and Raistlin's devious trickery could settle almost any problem. The brothers soon gained respect and admiration among the inhabitants of Solace. Caramon was handsome and popular. And, while few liked or trusted Raistlin, they tolerated the magician for his brother's sake—the two were rarely separated. Raistlin's magic skills won him growing respect.

Unfortunately, Raistlin's skill often got him into trouble. Although the brothers had inherited some money and property, they were far from wealthy. Caramon hunted for food, and did odd jobs. Raistlin performed conjuring tricks for money—which was against all the rules of his school.

Tasslehoff To The Rescue

Tas was wandering through Solace one day, when he noticed a large crowd watching a performance of some sort. Always curious, Tas ambled over to see what, was going on. He

found a teenage boy performing pretty good illusionist tricks and collecting coins in a hat at his feet.

Tas was enjoying the performance along with the rest of the crowd when suddenly a venerable, white-bearded old man wearing expensive robes shoved his way through the people and grabbed the young conjurer by the shoulder. "How dare you exhibit your skills for money?" the man shouted, shaking the boy. "You'll ruin the reputation of my school!" The boy's face darkened. Tas felt sorry for the teenager, who had a frail appearance. The kender knew a Master Mage when he saw one and decided to create a diversion by deftly swiping the mage's bag of spell components.

"Here, throw it to me," yelled a husky boy on the edge of the crowd. Tas turned and saw a teenager who seemed to be the young conjuror's twin. Gleefully, Tas tossed the bag to the young man. The mage, whirling around, exploded in rage when he saw the kender, demanding to know why Solace was becoming the repository for all kinds of riff-raff.

Tas and the boy were just getting into the spirit of the game when a taller, older youth stepped in, took the bag from Tas, and returned it to the Master with a bow and an apology. By this time, the young conjurer had melted into the crowd. The Master seemed to have forgotten about him. He took the bag with a scowl and walked off.

"Blast, Sturm, you spoiled all the fun," said the husky teenager good-naturedly. Sturm, the older boy, was about twenty, tall, slender and well-built. The expression on his face was serious and solemn, as though he carried the sorrows of the world on his shoulders.

The robust twin was Caramon, Tas learned. The conjurer was his brother, Raistlin, and the serious youth's full name was Sturm Brightblade. Caramon shook hands heartily, Sturm bowed gravely, and the conjurer said nothing beyond a brief thank-you. Raistlin studied Tas with eyes that seemed to eat into the kender's soul. Tas was extremely curious about the young men, particularly the twins—one so open and friendly; the other so dark and secretive. He found himself wondering about the quiet youth, too, who had an air of nobility about him. It was obvious he did not come from Solace. Tas invited them home to meet his dwarf.

Tanis was away, visiting Qualinesti. The half-elf found himself drawn back home periodically, although he was always sorry he went. Flint was alone. He grumbled when Tas showed up with his new friends, saying sarcastically that a couple of teenagers were ideal companions for the kender. The dwarf fed them a good supper, however, and sat around the fire to hear them tell about themselves, and ended up enjoying the evening as much as Tas.

Caramon did all the talking for himself and his brother, describing their sister, their deceased parents, and their home life in great detail. His brother sat huddled near the fire, scowling occasionally when Caramon revealed anything too personal.

Sturm Brightblade

The older boy, Sturm, startled both dwarf and kender by announcing gravely that he was the son of a famous Knight of Solamnia. Tas and Flint both glanced at each other. The Knights had fallen into ill repute in the north. Sturm looked at them as if he knew what they were thinking, and raised his head proudly. His father was a Knight in whom the blood ran pure and true, the boy said. He had sent Sturm—his only son—and the boy's mother to Solace to escape the turmoil in the north. It would only be a matter of time, Sturm knew, before his father would send for him.

At this, Caramon nudged Raistlin and both looked knowingly at Sturm. "He hasn't heard from his father in years," Caramon hissed in a loud whisper. Raistlin shook his head at Caramon's rude behavior and Sturm's face flushed. Flint quickly changed the subject, seeing that his curious kender friend was about to ask an embarrassing question. Flint asked about their training as warriors. Sturm and Caramon both jumped up, eager to show their skill. They got into a friendly rough and tumble contest with the dwarf which ended in a great deal of overturned furniture and broken crockery. Tas, seeing Raistlin watching the other boys with envy, asked him to perform some more tricks. The evening ended in gaiety and the young men become regular visitors to the dwarf's house.

Tanis To The Rescue

Tanis, returning from Qualinesti, was sound asleep one night when a frightful scream woke him and caused him to grab up his sword. Chasing through the darkness, he came upon a young woman fighting a group of hobgoblins. Tanis leaped to her rescue, killing the last bandit. To his astonishment, however, the young woman turned on him in a fury. The half-elf backed up as she berated him in language he hadn't heard since he was in a barracks in Pax Tharkas. "I had the situation well under control," she raged. "How dare you spoil my fun?"

Tanis, still backing up as she swung her sword with deadly accuracy, protested that he heard screams. "Of course," she said, pointing to a dead hobgoblin pinned to a tree with a dagger. "The creep screamed a bit before the end." Tanis stumbled over a tree root. The young woman was on him in a flash, but her anger had changed to admiration for the handsome half-elf. Tanis found himself absolutely fascinated by this wild, darkly beautiful woman. Their combat turned into a friendly wrestling match in the leaves—the wrestling turned more friendly in the night—and Tanis's life was forever changed.

The Boat Trip

Flint, waiting for Tanis to return before he started his travels, was shocked to discover that Caramon and Sturm, though excellent swordsmen, had no woodcraft skills. He and Tas arranged a camping trip. At first they intended to take only Caramon and Sturm, but Caramon would not go without his brother. Raistlin pleaded to be taken along so that he could gather the leaves and herbs he used as spell components. The camping trip was a great success until Tas proposed a boating expedition. The kender "borrowed" a boat and they all set out on Crystalmir Lake. Caramon, attempting to catch a fish by hand, upset the boat, pitching everyone into the water.

Raistlin, thinking quickly, came up beneath the vessel, and was quite safe in the air pocket formed by the overturned boat. Caramon, however, sank like a stone. Sturm and Tas, both excellent swimmers, soon had the boat righted and discovered Raistlin calmly bobbing in the water.

Flint dove after Caramon. There was a great deal of shouting and splashing and gurgling—then a terrible silence. Both Tas and Sturm became nervous when no one reappeared, and dove back in. Sturm brought up Caramon, who coughed and choked but was soon back to normal. He thought it was a grand joke. Tas discovered Flint half-drowned, in a state of panic. It took the combined efforts of both Tas and Sturm to haul the dwarf into the boat. They rowed back to camp. Flint lay shivering, huddled under blankets, his eyes wide with horror. The only sound they could get out of him was a vow never to venture on water again as long as he lived.

Kitiara and Tanis returned to Solace together. Tanis was more and more enchanted with the lovely woman, although her dreams of power and her delight in battle disturbed him. But Kitiara always managed to dispel these notions with her alluring charm. At twenty four, she had developed into a remarkable beauty. She still wore her black hair cut short. It curled around her face and, far from being masculine, gave her a delicate feminine appearance that belied her strength—until you looked into her cold, stern eyes.

Kitiara had developed into a fighter even her father would have admired. She had acquired a knowledge of campaign tactics and strategy that Tanis found impressive. She talked very little about her past, mentioning only that she had been in many parts of Ansalon, fighting for various lords here and there. She was returning to Solace, she said, to check up on her little brothers. She told Tanis about the boys with an almost maternal pride that he found quite charming.

Kitiara was more attracted to Tanis than to any other men she had met. Like her father, she was capable of falling in love with great passion. Unlike her father, however, she was able to control her passion and kept first

things first. She liked Tanis because he was so different from herself. She admired his introspective qualities, even while she scoffed at him for thinking first and acting later.

The two arrived back in Solace. Tanis took Kitiara to meet Flint and Tas, having entertained her with numerous stories about this unlikely pair. They found Flint in bed with a severe cold he caught from the boating incident. They also found, to Kitiara's astonishment, her little brothers and their friend, Sturm.

An Idyllic Year

Flint was bedridden for months with his illness and could not make his annual trip. Nobody minded. Kitiara discovered that Solace wasn't as boring now that she had Tanis. Kitiara, Tanis, Tas, Caramon, Raistlin, and Sturm became fast friends, and often went hunting and camping. Tanis taught them about the elves. They held mock battles and tests of skill. Raistlin continued his magical studies. Tas taught them a few "handler" tricks that might come in handy someday. Flint remained in bed, grumbling about missing all the fun. With the coming of winter, the group met daily in the Inn of the Last Home. Here they talked with travelers and shared tales of faraway places. Flint was soon able to work again, and began preparing for this year's journey.

There were rumors of growing trouble in the land. Bandits, ogres, goblins, and even worse creatures ventured into formerly civilized areas and attacked travelers. Tanis proposed that he and Flint take Sturm and the twins with them as added protection that summer. This would hone their fighting technique by providing them with real opponents. Flint agreed, and all began preparing for the trip.

The evening before their journey, however, Raistlin and Caramon arrived at Tanis's home. Caramon's face was downcast. He tried to speak, but couldn't . Raistlin told Tanis, in a cold, reserved voice, that Kitiara was gone. She had left during the day, saying nothing about where she was going. She had told Caramon to tell Tanis good bye. She would see him in the fall.

The Early Adventures

The companions set out the next day, starting what would be the first of many adventures together in the coming years. Sometimes, Kitiara accompanied them. Sometimes, months passed without hearing from her. As they traveled through the land, they found more and more signs of evil. People worshipped strange gods who seemed to have no powers. Clerics turned out to be charlatans. Raistlin took a grim delight in exposing these false clerics, keeping Caramon and Sturm busy as irate religious fanatics attempted on more than one occasion to burn the young conjurer at the stake or lock him up in prison.

The Companions Separate

Finally, however, the roads became impossible to travel. Business fell off. Flint declared that he was going to retire. The companions gathered at the Inn of the Last Home. All of them knew it was the last time they would be together for many years. Sturm was now twenty four, and announced his intention of traveling north to search for his heritage. Kitiara offered to travel with him, for she had never been north, and wanted to see the country. Secretly, she intended to look up her father's people to see what they could do for her.

Raistlin and Caramon were twenty. Raistlin was a mage of great skill, though still too young to attain a high degree of mastery. He had a burning ambition to rise to the top of his craft and he spent long hours in study. He was working on secret plans involving a journey for himself and his brother.

Caramon shrugged, laughed, and said he was ready to go anywhere his brother had a mind to go, as long as he got to bash a few hobgoblin heads together once in a while.

Kitiara and Sturm invited Tanis to travel with them. The half-elf refused. His inner conflict was growing as he became more deeply attracted to Kitiara. Love between an elf and a human could only end in tragedy, he knew—for Kitiara would age and die while Tanis was still a relatively young man. He hoped that by leaving and journeying for a time by himself, he could come to terms with his heritage and perhaps even find help from some outside force—maybe even from the ancient gods. Tanis, therefore, announced that he was setting out on a quest of his own: to find some evidence of true gods in the land. The others agreed that this was a challenging quest indeed, and promised to do their own investigating in the lands they visited.

Tas said that he was tired of seeing the same sights over and over. He intended to travel to the northwest plains to see whatever became of his parents. From there he would go where his feet took him.

Flint grumbled that they were all abandoning him. He had heard rumors of problems with gully dwarves raiding his old homelands and he intended to check out the situation. He refused to admit that he was homesick, longing for a glimpse of the hills where he'd been raised. He stated that the idea of finding any true religion in the land was crazy. But he did promise to question the dwarfthanes about the ancient legends of dwarven clerics.

Their conversation was interrupted by the antics of a playful teenage girl, about fourteen, who entered the Inn. Red-haired, skinny, and freckled, she crept up behind Caramon and slyly slipped his dagger out of its sheath with a deft hand. Caramon saw everyone smiling, but couldn't figure out the joke until the girl betrayed herself with a giggle. She displayed the dagger. Caramon leaped to his feet and began chasing her around the inn, falling over chairs and overturning tables. Finally Otik Sandalk, the innkeeper, threatened to throw them both out. The girl flipped the knife back to its irate owner, nearly stabbing him in the process. Laughing, she left the Inn.

Caramon rejoined his friends, shaking his head. "That Tika's the ugliest kid I've seen in ages," he said. "Her father's gonna have a hard time marrying her off."

The group laughed, then fell silent. All of them knew they were embarking on a perilous journey. They might not see each other again. Finally, Tanis spoke.

"Every year on this date," he said, "any of us who are in Solace will come to the Inn. That way, some of us may meet. Five years from now, let's all vow to meet here one final time."

"Those of us who are still alive," Raistlin murmured, his dark eyes glittering.

All of the companions took the vow. They tried trading a few jokes, but there seemed to be nothing left to laugh about. After a moment, Raistlin touched his brother and nodded toward the door. One by one, they trickled out, except Flint.

The dwarf remained in the Inn for a long time, shaking his head sadly.



The Companions of The Lance

The Companions of the Lance are the greatest heroes in the long history of Krynn.

The original Innfellows were seven: Tanis, Caramon, Raistlin, Flint, Tasslehoff, Sturm, and Kitiara. Six returned, and began a new adventure when they met Goldmoon and Riverwind. In their adventure they were joined by Tika, the barmaid, Gilthanas, an elven prince, Laurana, an elven princess, and Elistan, a Seeker cleric who finally found the true gods.

These are the Companions of the Lance—epic heroes whose actions will determine the fate of a world. They are the player characters in the epic.

The following pages provide background and statistics for each of the Companions of the Lance. They may be photocopied for use in playing the game.

The statistics for each character are based on that character's first appearance in the DRAGONLANCE™ series. As people in real life grow and change, so do these characters grow and change in the course of the story. As Dungeonmaster, you have two choices in handling these changes. You can give experience points to each character playing in the adventure according to standard AD&D® rules, or you can change the statistics based on the Character Cards found in each module.

Playing The Characters

Each of the DRAGONLANCE game characters plays an important part in the epic. Each character's background is carefully designed to be an important part of play. If you have enough players, each player can play one character. If not, you can hold back some of the characters, turning them into NPCs, allow players to take additional characters as henchmen, or let players play more than one character.

Encourage players to play the DRAGONLANCE game characters as written. It is better to reinforce good role-playing than to try to correct someone else's interpretation of the character. Within the basic personality and background, there are a wide range of options and choices to be made.

Creating New Characters

You may, if you choose, allow players to bring other characters into the DRAGONLANCE epic. Frankly, we don't recommend it. If you do, we provide some guidance in the individual DRAGONLANCE modules on how to integrate new characters. The world of Krynn is not like other AD&D® game worlds, and new characters may have to be altered to fit.

If you decide to allow this, you need to work with the player to give the new character a background that fits in with the story. Some NPCs (Sestun, Otik Sandath, etc.) can be turned into PCs, while others (Fizban, Berem, etc.) cannot be. Or, you could decide that a particular character was an elf from Qualinesti, or a fighter from the Seeker Lands, or a dwarf from Thorbardin that wanted to accompany the heroes. When adding an outside character, try to make it fit the overall DRAGONLANCE story by studying the background of the story and of the world.

New clerics have to learn about the true gods before they can gain the ability to cast spells. Goldmoon has the only copy of the *Disks of Mishakal,* but other DRAGONLANCE clerics (notably Elistan) can instruct new clerics in the true faith. All true clerics must worship one of the gods of Krynn and possess a *Medallion of Faith* or they do not get any spells.

Watch out for alignment problems as well. The DRAGONLANCE heroes are working for the cause of good. Characters of neutral alignment can fit in, but evil-aligned characters are out of place.

Remember, you, the Dungeonmaster, are responsible for the conduct of the game. If you know the world of Krynn, and keep the spirit of the DRAGONLANCE epic in your heart, you can't go too far wrong.



Tanis

5th level Half-Elf Fighter

STRENGTH 16 (Damage Adj. +1, Max. Weight Allowance 1850 gpw., Open Doors 1-3, Bend Bars/Lift Gates 10%)

INTELLIGENCE 12 (No adjustments)

WISDOM 13 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj. +1, Defensive Adj. -2)

CONSTITUTION 12 (System Shock 80%) Resurrection 85%)

CHARISMA 15 (Loyalty Base +15%, Reaction Adjustment +15%)

ALIGNMENT Neutral Good

Base THAC0 16 (15 with Missile Adjustment)

ARMOR *Leather Armor* +2 (AC 6), with Dexterity Adj. AC 4

HIT POINTS 35

WEAPONS

Longsword +2 (Damage 1-8 +3 SM/1-12 +3 L, THAC0 14)

Longbow, quiver with 20 arrows (Damage 1-6 SM/L, THAC0 15)

Daggers (2) (Damage 1-4 +1 SM/1-3 +1 L, THAC0 16 stab, 15 thrown)

EQUIPMENT As selected by player; 500 stl/1400 gpw max.

LANGUAGES Common, Qualinesti Elf, Hill Dwarf, Plainsman, Gnome, Kenderspeak, Goblin, Hobgoblin

SPECIAL ABILITIES All half-elf special abilities from **Players Handbook.**

EXPERIENCE POINTS

26,500 (10% bonus to earned experience points)

History

Tanis was born during the terrible Shadow Years that followed the Cataclysm. His mother was a Qualinesti elf who was assaulted by a human plainsman. She escaped to Qualinost, but died giving birth to a half-breed: Tanis.

The elves of Qualinost, who revere life as sacred in all forms, raised Tanis as one of their own. Nonetheless, the mixture of human and elven blood was unusual. Tanis felt the difference between himself and his elven cousins strongly.

As a ward of the Speaker of Suns, the ruler of Qualinost, Tanis grew close to the Speaker's three children—Gilthanas, Porthios, and Laurana. Laurana developed a childhood crush on Tanis. He felt he loved her, too, but she remained a child when he began to feel the stirrings of adulthood. To avoid conflict with his adopted family, and to learn about his human side, he felt the time was right to leave the elven realm and see the world. A bitter conversation with Gilthanas helped clinch his decision.

Tanis, journeyed to Solace to visit Flint Fireforge, a dwarf who had been his friend for many years, and became Flint's business partner. Solace became his home, although he and Flint traveled throughout Abanasinia on business. In those years, he became a seasoned adventurer, a fighter, and a natural leader.

Slowly, a group of companions formed around Tanis, including Tasslehoff, Sturm, Caramon, Raistlin—and Kitiara. Kitiara, half-sister to Caramon and Raistlin, was an alluring dark-haired beauty, passionate and wild. They fell in love—Tanis, because he had never met a woman as strong and self-assured, Kitiara, because she had never met a man who could stand up to her.

In those years there were rumors of growing trouble—bandits, ogres, goblins, and even worse creatures in the land. Finally, the roads became impassable. Business fell off. The Companions each found a quest—Tanis set out to find evidence of true gods in the land—and one day they parted. Each of the companions swore a solemn oath to meet at the Inn of the Last Home one final time, five years hence.

For five years, Tanis roamed the known world, finding much that was strange and evil—but nothing of the true gods. Finally, discouraged, he returned to Solace to meet his companions once more. All returned—except Kitiara. She had found a "new lord" and could not return—or so a note from her said.

Personality

Tanis is plagued by an inner conflict that is manifested by his love for two dissimilar women—the childlike and innocent elf-maid Laurana, and the wild and free-spirited human Kitiara. Although filled with self-doubt and uncertainty about his place in the world, Tanis seldom allows his emotions to show. The only visible sign of his turmoil are in his eyes.

He is trusting of strangers and friendly, yet is reserved, even with his closest friends. Sometimes he is afflicted by dark moods and doubts. Although a natural leader, he is not sure he wants a leader's responsibility. Money has little value for him.

He is an excellent fighter, with no fears or weaknesses. Kitiara is his only obsession.

Tanis received an elven education and can read and write. He has traveled throughout the Haven/Solace region and west across the mountains.

APPEARANCE

Height 5'10", Weight 145 lbs.

Age: 102 (actual)/22 (apparent)

Rust Red Hair and Beard, Hazel Eyes

FIRST APPEARANCE DL 1



Caramon

6th level Human Fighter

History

Caramon, a giant of a warrior, is Raistlin's twin brother and Kitiara's half-brother, He could not be more unlike his siblings. He is honest and open where Raistlin is cynical and reserved, friendly and compassionate where Kitiara is wild and passionate.

The twins were born when Kitiara was eight. One twin was strong and healthy, but the other nearly died at birth. Because their mother was frail, it fell to Kitiara to raise the two. Caramon, the first-born twin, showed himself to be a warrior born. As he grew, he outstripped other boys his age, always being the tallest and strongest around. He quickly acquired fighting skills, and was soon a champion swordsman.

Although the twin brothers were nothing alike, Caramon loved his brother Raistlin dearly, and frequently protected him from bullies. When Raistlin discovered his natural aptitude for magic, no one was more pleased for him than Caramon, even though Raistlin's new studies made him a poor companion. Caramon, an outgoing and social person, had many friends, including young Sturm Brightblade. One day, he met Tasslehoff Burrfoot, a kender, and so the twins became involved with the companions.

Caramon accompanied Tanis and Flint on trips in the Haven/Solace area, and grew into a powerful fighting man. At the age of twenty, he and Raistlin met with their companions in the Inn of the Last Home for what would be the last time in many long years. For Raistlin had been granted an opportunity to take the Test-an experience that would make him into a powerful mage . . . if he survived it. Caramon, ever faithful, accompanied Raistlin. He has never talked about what happened there, but the Test created a darker bond between the two brothers.

Personality

Caramon is easy-going, strong, and shy around women. He is trustworthy to a fault. He is not secretive (except about the Test) and has no inner doubts. His one obsession is polishing his sword. He is very protective of his "little" brother and very fond of him, but doesn't understand him in the slightest. He is often embarrassed by his brother's rudeness and apologizes for him. His motto is, "There is no problem that cannot be solved by strength." Money is nice, but not important.

Caramon is occasionally impulsive, and doesn't always know his own strength. He is left-handed. His intelligence is not great—in contrast to his brother. What he appears to be on the surface is what he is in his soul. His only private depth lies in his love for his brother.

Caramon is a skilled outdoorsman as well as a fighter. Because of his great strength, he carries enough weapons and armor to be virtually a "walking arsenal."

He is content to follow Tanis' lead, and deeply respects Sturm, though he wishes both of them would loosen up a bit. Even through his shyness, he has begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking woman.

APPEARANCE
Height 6', Weight 200 lbs.
Age 25
Brown Hair, Brown Eyes

FIRST APPEARANCE DL 1

STRENGTH 18(63) (Hit Adj. +2, Damage Adj. +3, Max. Weight Allowance 2750 gpw, Open Doors 1-4, Bend Bars/Lift Gates 25%)

INTELLIGENCE 12 (Additional Languages 1)

WISDOM 11 (No adjustments)

DEXTERITY 11 (No adjustments)

CONSTITUTION 17 (Hit Point Adj. +3, System Shock 97%, Resurrection 98%)

CHARISMA 15 (Loyalty Base +15%, Reaction Adjustment +15%)

ALIGNMENT Lawful Good

Base THAC0 16 (14 with Strength Adjustment)

ARMOR Ring mail armor and small shield (AC 6)

HIT POINTS 51

WEAPONS
Longsword (Damage 1-8 +3 SM/1-12 +3 L, THAC0 14)
Spear (Damage 1-6 +3 SM/1-6 +3 L, THAC0 14)
Dagger (Damage 1-4 +3 SM/1-3 +3 L, THAC0 14)

EQUIPMENT As selected by player; 500 stl/2300 gpw max.

LANGUAGES Common, Plainsman

EXPERIENCE POINTS
52,500 (10% bonus to earned experience points)



STRENGTH 10 (Max. Weight Allowance" 1500 gpw, Open Doors 1-2, Bend Bars/Lift Gates 2%)

INTELLIGENCE 17 (Maximum Spells/Level 14, Additional Languages 3)

WISDOM 14 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj. +1, Defensive Adj. -2)

CONSTITUTION 10 (System Shock 70%, Resurrection 75%)

CHARISMA 10 (No adjustments)

ALIGNMENT Neutral

THAC0 20 (AC 1=20, see DMG) (19 with Missile Adjustment)

ARMOR *Staff of Magius,* -3 to AC (AC 7) with Dexterity Adj. AC 5

HIT POINTS 8

EQUIPMENT

Staff of Magius provides +3 protection, is +2 to hit (damage 1-8 SM/L, THAC0 18), and can cast *continual light* and *feather fall* once per day.

Other as selected by player, 500 stl/1050 gpw max.

ABILITIES

Languages: Common, Qualinesti Elf, Magius

Spell Use: Two 1st level and one 2nd level per day.

SPELL BOOK

1st Level: *burning hands, charm person, comprehend language, detect magic, hold portal, magic missile, push, read magic, sleep, floating disc*

2nd Level: *audible glamer, darkness 15' radius, detect invisibility, ESP, invisibility, mirror image, web*

EXPERIENCE POINTS

16,250 (10% bonus to earned experience points)

Raistlin

3rd level Human Magic-User

History

Raistlin is a magic-user of great natural talent, but he has paid a heavy price for his skill.

Raistlin is Caramon's mirror-image twin brother and Kitiara's half-brother (they share the same mother). He could not be more unlike his twin, for he is secretive, cynical, and distrustful. Nevertheless, he loves his brother—perhaps Caramon is the only thing Raistlin truly loves.

The twins were born when Kitiara was eight. One twin—Caramon—was strong and healthy, the other—Raistlin—was born sickly and frail. It seemed for a while that Raistlin might die in infancy, but Kitiara's nursing saved his life. Their mother died when the twins were young, and Kitiara took over their upbringing.

It was clear from the very beginning that Raistlin was a weakling, and Kitiara despaired of him. Caramon blossomed into a healthy, powerful fighter, and frequently protected his "younger" brother from bullies. Raistlin grew to a bitter hatred of all bullies, and developed a strong desire for justice. The experiences of his childhood soured him on most people, and he grew cynical and bitter at an early age. He showed promise as a scholar and learned to read before he went to school.

When Raistlin was five, his father took him to a village fair, where he watched a local illusionist perform. The illusionist was not very good, but Raistlin was totally absorbed in the performance. When the boy returned home that evening, he could perform every one of the illusionist's tricks. His family was amazed. Magic, his father realized, was Raistlin's key to survival in this world.

He was taken to a well-respected mage and presented as a prospective pupil. The mage was not overly impressed with the boy, especially because of his weak health and his unlikable personality. But while the mage and Raistlin's father talked, the boy wandered into another room and began to read a huge book. The mage was about to take the book away, but then realized that the boy could read magic without study! And so Raistlin was accepted as a pupil. He learned rapidly, and quickly outstripped the other students. At an unusually young age, he was invited to present himself for the Test—he would come back a powerful magician, or not at all.

Caramon accompanied Raistlin on that fateful trip. Raistlin never talks about what happened there, but the terrible ordeals broke his health, turned his skin the color of gold, and changed the pupils of his eyes into hourglasses. His eyes are a terrible curse—for through them he sees time rushing past, and everything die and wither in its time.

Personality

Raistlin is nicknamed "The Sly One," for he is avaricious, cynical, and secretive. He always expects the worst of others. He is devoted to his brother, yet secretly envies him. He has good qualities, though he works very hard at keeping them hidden: he hates bullies (being a weakling himself). He supports and sympathizes with the downtrodden, though he will not admit his concern. He wears red robes to show his neutral alignment. He has a strong sense of justice, but little sense of mercy. Due to his weak health and a lingering lung infection, he speaks in a soft, whispering voice.

APPEARANCE

Height 5'9", Weight 135 lbs.

Age 25 (actual), 30 (apparent)

White Hair, Amber Eyes (hourglass pupils)

FIRST APPEARANCE DL 1



Flint Fireforge
4th level Dwarf Fighter

STRENGTH 16 (Damage Adj. +1, Max. Weight Allowance 1850 gpw., Open Doors 1-3, Bend Bars/Lift Gates 10%)

INTELLIGENCE 7 (No adjustments)

WISDOM 12 (No adjustments)

DEXTERITY 10 (No adjustments)

CONSTITUTION 18 (Hit Point Adj. +4, System Shock 99%) Resurrection 100%)

CHARISMA 13 (Reaction Adjustment +5%)

ALIGNMENT Neutral Good

Base THAC0 18 (17 to hit goblins/hobgoblins as dwarf)

ARMOR Studded leather armor (AC 7) and small shield (AC 6) (Effective AC 2 vs. ogres, trolls and giants as dwarf)

HIT POINTS 42

WEAPONS

Hand Axe +1 (2 carried) (Damage 1-6 +2 SM/1-4 +2 L, THAC0 17)
Dagger (1-4 +1 SM/1-3 +1 L, THAC0 18)

EQUIPMENT As selected by player; 500 stl/1400 gpw max.

LANGUAGES Common, Hill Dwarf, Gnome, Goblin

SPECIAL ABILITIES All dwarf special abilities from Players Handbook.

EXPERIENCE POINTS

26,500 (10% bonus to earned experience points)

History

Flint Fireforge, a grandfatherly dwarf, is the oldest of the companions. He is a Neidar (Hill) Dwarf, born in the wilds of the Kharolis Mountains. His father fought in the Dwarfgate Wars against the mountain dwarves, and told Flint many stories about that terrible conflict. After the Cataclysm, humans and hill dwarves sought refuge in the ancient dwarven kingdom of Thorbardin. The mountain dwarves, fearing they would be overrun, shut the gates of the kingdom, shutting out their kin, the Neidar, in the process. War raged for years, and both armies were obliterated in the final battle. The mountain dwarves who remained closed Thorbardin forever. The hill dwarves, shattered by the war, broke up into small clans. Flint was born into the poverty and hardship of his people, and grew up with a deep hatred of the mountain dwarves that had so betrayed his people.

Flint learned his trade as a metalsmith from his father, and set out into the world when he became an adult. His official reason for leaving was to find a more lucrative place to ply his trade, but secretly he dreamed of returning rich and powerful to reunite the Neidar Kingdom.

Eventually, Flint moved to Solace, since that town was located near all the major trade routes (and had one of the finest inns in the known world). His work was much in demand because of his skill, and he became one of the few dwarves welcome in the elven kingdom of Qualinesti. There he met a young half-elf named Tanis, and they formed a fast friendship.

When Tanis left Qualinost, he came to Flint in Solace, and Flint took the young half-elf on as a business partner. Together, they roamed the Haven/Solace region, and even traveled west across the mountains. They never went south, for Flint was not yet ready to face his own people again.

Although Flint grew increasingly crotchety as he aged, Tanis seemed to attract young, energetic people. And so the Companions formed around Flint and his young assistant. Flint, though always gruff, became much fonder of the Innfellows than they ever realized.

Flint had a near-brush with drowning that left him terribly afraid of water, and also had a close call with fire that left him nervous about flames. He is allergic to horses.

When Flint retired, he decided finally to travel south to find his people, and left Solace when the Innfellows departed. He traveled south of Pax Tharkas, but was captured by Aghar (gully dwarves) and imprisoned for several years. Finally, he escaped, but carries a burning hatred for the disgusting creatures.

Personality

Flint is a complex personality. He is gruff, cynical, distrustful, dwarvishly greedy, and never forgets an insult, but at the same time is extremely loyal, a little bashful (especially around women), humorous, and capable of deep and lasting friendship. Although it often appears different, he worries about his friends, thinking that they are children needing his care. He doesn't like to fight, but does it when he has to. He distrusts magic and all magic-users—including Raistlin. He has a running feud with Tasslehoff, but is secretly fond of the kender.

He is very fond of precious metals and gems, and is a talented metal craftsman. He whittles continually, and strokes and cleans his beard whenever there isn't a piece of wood in his hand. He dresses sloppily when traveling (to discourage bandits), but is very much the dandy in town. His health is good, but he has a touch of rheumatism.

APPEARANCE

Height 4'7", Weight 148 lbs.
Age 148 (actual), late 50s (apparent)
Graying Brown Hair and Beard, Hazel Eyes, Scar over right eyelid

FIRST APPEARANCE DL 1



Tasslehoff Burrfoot

4th level Kender Thief

History

Tasslehoff Burrfoot is a Kender, a diminutive race found throughout the world of Krynn. Like all kender, he left home at the age of 18 because he was stricken by wanderlust, the uncontrollable urge to travel and "make the great map of every land." No kender in wanderlust has ever completed the "great map," but most kender have great collections of maps—some useful, most obsolete. Tasslehoff is no exception. Tas's map was especially confused by an unfortunate incident with a magic ring of *teleportation* that kept transporting him to unknown lands without notice. No one but Tas ever saw the ring—or believed the story, either.

Tasslehoff was born somewhere in northern Ergoth, and is a member of the Stoat clan of kender. His parents traveled in the Haven/Solace region, where they studied the lives of the plainsmen. (What the plainsmen thought of the kender is nowhere recorded.) Tas acquired skills as a "handler" (the word "thief" is considered impolite), and used it extensively to satisfy his curiosity about everything. It was that curiosity that led to him taking a bracelet from Flint Fireforge's stall at a market. Flint was outraged, but Tanis decided he liked the little kender, and so they all became friends. (Flint, although he has never said a nice word about the kender, actually likes him a good deal.)

Personality

Tasslehoff's most endearing—and frustrating—characteristic is his insatiable curiosity and fearlessness. These traits often get him into trouble. His curiosity frequently drives him to see what other people have in their pockets and packs (Raistlin, in particular, hates this), and he can easily forget that he has "borrowed" a particular item. He collects odds and ends—he will never pass up a chance to acquire a map of any description— and often surprises himself with what he has in his pockets. He loves legends, songs, and stories, and collects riddles, puzzles, and enigmas as avidly as he collects maps. He has a 5% Legend Lore chance to know something useful on any subject. His map collection is varied and mostly useless. Many of his maps are pre-Cataclysm. He is as likely to collect a map for its beauty as for its usefulness. Although it is hard to get a kender depressed because of his fearlessness, Tasslehoff is saddened by death and destruction, and can be in awe of anything truly magnificent. His fearlessness does not keep him from being logical about danger, though his curiosity can sometimes overcome his reason.

STRENGTH 13 (Max. Weight Allowance 1600 gpw., Open Doors 1-2, Bend Bars/Lift Gates 4%)

INTELLIGENCE 9 (No adjustments)

WISDOM 12 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj. +1, Defense Adj. -2)

CONSTITUTION 14 (System Shock 88%, Resurrection 92%)

CHARISMA 11 (No adjustments)

ALIGNMENT Neutral

THAC0 20 (AC 1=0) (19 with Missile Adjustment)

ARMOR Leather (AC 8), with Dexterity Adj. AC 6

HIT POINTS 15

WEAPONS

Hoopak: treat as combination bullet sling (Damage 2-5 SM/2-7 L, THAC0 19) and *jo stick* +2 (Damage 1-6 +2 SM/ 1-4 +2 L, THAC0 18, also makes eerie roaring sound when whirled)

Dagger (Damage 1-4 SM/1-3 L, THAC0 20 stab, 19 thrown)

EQUIPMENT

Thieves' tools, leather map case stuffed with maps

As selected by player, 500 stl/1150 gpw maximum

ABILITIES

Languages: Common, Kenderspeak, Dwarf, Elven, Gnome, Goblin, Thieves' Cant

Thief Skills:	Hide in Shadows 40%
Pick Pockets 50%	Hear Noise 20%
Open Locks 47%	Climb Walls 73%
Find /Remove Traps 40%	Read Languages 15%
Move Silently 43%	Backstab Attack

EXPERIENCE POINTS

15,000 (10% bonus to earned experience points)

KENDER TALENTS:

Taunt: Kender are masters at enraging others by verbal abuse. Any creature the Kender taunts must save vs. Spells or attack wildly at once for 1-10 rounds at a -2 penalty to hit and a +2 penalty to armor class.

Fearlessness: Kender are immune to fear, including magical fear. They are curious about everything: a tendency that often gets them into trouble.

Special: Save vs. spell & poison, +4, determine direction 50%) when not in armor and alone can surprise on 1-4 on 1d6.

APPEARANCE

Height 3'9", Weight 85 lbs.

Age 38 (actual)/ 14 (apparent)

Brown Hair (worn in a tassle), Brown Eyes, long scar on right elbow

FIRST APPEARANCE DL 1



STRENGTH 17 (Hit Adj . +1, Damage Adj . +1, Max. Weight Allowance 2000 gpw., Open Doors 1-3, Bend Bars/Lift Gates 13%)
INTELLIGENCE 14 (Additional Languages 2)
WISDOM 11 (No adjustments)
DEXTERITY 12 (No adjustments)
CONSTITUTION 16 (Hit Point Adj. +2, System Shock 95%, Resurrection 96%)
CHARISMA 12 (No adjustments)
ALIGNMENT Lawful Good
Base THAC0 16 (15 with Strength Adj.)
ARMOR Chain Mail (AC 5)
HIT POINTS 45
WEAPONS
Two-handed sword +3 (Damage 1-10 +4 SM/3-18 +4 L, THAC0 12)
Dagger (Damage 1-4 +1 SM/1-3 +1 L, THAC0 15)
EQUIPMENT As selected by player; 500 stl/1550 gpw max.
LANGUAGES Common, Qualinesti Elf, Solamnic
EXPERIENCE POINTS
92,500 (10% bonus to earned experience points)

STURM BRIGHTBLADE
6th level Human Fighter

History

Since the time of Huma, First Dragonlancer, who drove the dragons from Krynn a thousand years ago, the Knights of Solamnia have been the champions of justice and truth. The Knights represented all that was good, noble, compassionate, and heroic. But after the Cataclysm, when the peoples of Ergoth cried for aid, the Knights were helpless. When mankind turned its back on the true gods, not even the Knights could save them. And so the people came to blame the Knights for not saving them from their own folly. There came a great uprising against the Knights; their old temples and fortresses were besieged. Many of the old order died; the rest went into exile.

One of the leaders of the Solamnic order was the Lord of the Roses, who fathered ***Sturm Brightblade.*** When the people turned against the Knights, he saw that the fight was hopeless. He could not desert his comrades, but he could send his wife and newborn son south to safety.

And so Sturm Brightblade grew up in the town of Solace. As a child, he showed knightly bearing, and the ideals of chivalry came most naturally to him. His mother taught him the code of the Knights, and Sturm wished nothing more in life than to retake his father's heritage. When he came of age, Sturm received his father's legacy: a signet ring.

He trained himself as a fighter, undertaking quests and great hardships to toughen his body and soul for knighthood. He became fast friends with Caramon, then known as the strongest young man in Solace. And so he joined the Innfellows.

When the Innfellows left Solace, he went north to find traces of the Solamnic Knights. For a time, he traveled with Kitiara, Tanis's beloved, and then their paths split. He traveled in the lands of Solamnia, only to find that the Knights were everywhere in disgrace. He went to Vingaard Keep, his father's ancestral castle, now abandoned. He settled his father's estate, using the signet ring as proof of his heritage, but when the death duties were paid, all that was left was his father's sword and armor.

And so he returned to Solace, understanding at last that true knighthood was found in one's own heart, and vowing to reestablish the old order. If he was the last Knight of Solamnia, he would at least be true to his father's ideals. He needed no more.

Personality

The motto of the Knights of Solamnia is *Est Sularus oth Mithas*— My Honor Is My Life. It means that a Knight must be true to the ideals of chivalry at all costs. Sturm lives by that creed, and his highest ideal is to meet a noble death against overwhelming odds in the cause of justice. He is a man of noble bearing and great solemnity. His knightly ideals can sometimes be troublesome—it is a shameful thing to run in battle, he feels. But when persuaded that a larger interest is at stake, he can make a "strategic retreat" if it will further the cause.

His greatest fear is that somehow he will dishonor himself and the Knights, and shame his father's memory. His honor is his major possession, and his word is unbreakable. He is a fighter of remarkable skill.

APPEARANCE
Height 6'1", Weight 190 lbs.
Age 29 (actual)/ 37 (apparent)
Dark Brown Hair, Brown Eyes, Handlebar Moustache
FIRST APPEARANCE DL 1



Goldmoon

5th level Human Cleric

History

Goldmoon was born Chieftain's Daughter in the Que-Shu tribe of plainsmen. She was a priestess and her father's confidant after the death of her mother. At the age of eight she was an accomplished diplomat. Her people worshipped her as a goddess. She loved the plains, and had a special rapport with animals. Her childhood was very happy.

But then she fell in love with a shepherd. She was destined to marry the son of the village shaman, whom she hated, but her heart belonged to Riverwind, the child of a family exiled for refusing to worship the tribal ancestors and believing in the old gods.

It was the law of the Que-Shu that a man who challenged a lawful betrothal must undertake a quest to prove himself worthy. Because Goldmoon's father was determined that the princess should not marry beneath her station, he sent Riverwind on an impossible quest—to find evidence of these ancient gods. He hoped Riverwind would die or fail, or that Goldmoon would learn to love another.

Riverwind was gone many years, and Goldmoon became an adult. Her father was sick in mind, and Goldmoon took on many of the Chieftain's duties. Her love for Riverwind never diminished. One day, Riverwind returned, half-dead and feverish. In his hand, he clutched a staff made of blue crystal. He raved about a dark place, a broken city where death had black wings. He remembered a woman, dressed in blue light, who gave him the staff.

Goldmoon's father looked at the staff, and commanded it to do something—anything. Nothing happened. And so Goldmoon's father proclaimed Riverwind a fraud, and ordered him stoned to death for blasphemy. Goldmoon rushed to his side as the tribesmen threw stones—and then suddenly they were teleported away! They found themselves far from home—with only the staff to aid them.

Personality

Goldmoon is pure of heart and completely, deeply in love with Riverwind. Her sense of duty is very strong. Because she is Chieftain's Daughter, she is used to being obeyed. Riverwind has so far not been able to overcome his awe of her position. He rules her heart, but she is his ruler. Goldmoon is deeply religious and has a strong affinity for nature in all its aspects. Although she is somewhat formal, her personal warmth and generosity make her a well-liked and charming companion. She is brave and not afraid of death. Her love for Riverwind is undying, the strongest force in her life.

APPEARANCE
Height 5'7", Weight 115 lbs.
Age 29
Silvery Gold Hair, Sky Blue Eyes, small scar on forehead

FIRST APPEARANCE DL 1

STRENGTH 12 (Max. Weight Allowance 1600 gpw., Open Doors 1-2, Bend Bars/Lift Gates 4%)

INTELLIGENCE 12 (No adjustments)

WISDOM 16 (Mental Attack Adj. +2, Clerical Spell Bonus of two 1st level and two 2nd level spells)

DEXTERITY 14 (No adjustments)

CONSTITUTION 12 (System Shock 80%) Resurrection 85%)

CHARISMA 17 (Loyalty +30%, Reaction +30%)

ALIGNMENT Lawful Good

Base THAC0 18

ARMOR Leather (AC 8)

HIT POINTS 19

WEAPONS
Sling +1 and 20 bullets (Damage 2-5 +1 SM/2-7 +1 L, THAC0 17)
Quarterstaff (Damage 1-6 +2 SML, THAC0 16)
(SPECIAL NOTE: When Goldmoon becomes a true cleric, she can no longer use her sling. When the *Blue Crystal Staff* vanishes, she gets a *quarterstaff* +2 to replace it.)

EQUIPMENT
Blue Crystal Staff (Known properties: heals damage on touch, hits as *quarterstaff* +2 (Damage 1-6 +2 SML, THAC0 16)
As selected by player; 500 stl/1150 gpw maximum

ABILITIES
Clerical Spell Use: 5 1st level, 5 2nd level, 1 3rd level
(SPECIAL NOTE: Goldmoon does not become a full (spell-using) cleric until she finds knowledge of the true gods. She cannot use any clerical spells until that occurs.)
Languages: Common, Plainsman, Hill Dwarf, Qualinesti Elf

EXPERIENCE POINTS
68,750 (10% bonus to earned experience)



Riverwind
5th level Human Ranger

STRENGTH 18(35) (Hit Adj. +1, Damage Adj. +3, Max. Weight Allowance 2500 gpw., Open Doors 1-3, Bend Bars/Lift Gates 20%)

INTELLIGENCE 13 (No adjustments)

WISDOM 14 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj . +1, Defense Adj . -2)

CONSTITUTION 13 (System Shock 85%, Resurrection 90%) (Constitution was originally 14; has been resurrected once.)

CHARISMA 13 (Reaction +5%)

ALIGNMENT Lawful Good

Base THAC0 16 (15 with Strength Adj., 14 with Missile Adj.)

ARMOR Leather Armor (AC 8) Small Shield (AC 7), with Dexterity Adjustment AC 6/5

HIT POINTS 34

WEAPONS

Longsword +2 (Damage 1-8 +5 SM/1-12 +5 L, THAC0 13)
Short bow, quiver of 20 arrows (Damage 1-6 SM/L, THAC0 15)
Dagger +1 (Damage 1-4 +4 SM/1-3 +4 L, THAC0 14)

EQUIPMENT As selected by player, 500 stl/2050 gpw max.

LANGUAGES Common, Plainsman, Qualinesti Elf, Hill Dwarf

SPECIAL ABILITIES All Ranger special abilities from Players Handbook

EXPERIENCE POINTS

50,000 (10% bonus to earned experience points)

History

Riverwind was born to a disgraced family of the Que-Shu tribe of plainsmen. His family had been cast out of the tribe years ago for refusing to worship the tribal ancestors. His grandfather believed in ancient gods who had existed before the Cataclysm, although he could find little evidence of such gods in the world.

The young boy became a shepherd, and spent many long, lonely nights tending his flock in the plains. He grew quickly into a young giant of a man, and became an excellent hunter and tracker. When he came of age, he was accepted as a Que-Shu because of his skills, and became a Far Hunter for the tribe. Although a member of the tribe, his family heritage kept him at the bottom of the tribal hierarchy.

And then he fell in love with the Chieftain's Daughter. Goldmoon was a young beauty, worshipped as a goddess by her people. She fell in love with him as well. He felt that his life was blessed beyond all measure. Unfortunately, Goldmoon was betrothed by her father to the son of the village shaman.

Riverwind then exercised his right as a tribesman to challenge the betrothal. Under Que-Shu law, he then had to undertake a quest to prove that he was worthy of Goldmoon's hand. Because Goldmoon's father did not want Riverwind to marry his daughter, he gave the Far Hunter an impossible task—to find evidence of the ancient gods.

Riverwind traveled far to the north, reaching the shores of the Newsea. He followed the sun and the moon and the stars, aimlessly searching. Finally, he came upon a ruined city and found himself in an evil dream. . .

He remembered little of what happened to him in that dark city. In his nightmares he dreamed of death on black wings, and of a woman dressed in blue light who saved his life. That woman gave him a staff of blue crystal. Delirious and half-dead, he returned to Que-Shu and presented the staff as fulfillment of his quest. Goldmoon's father commanded the staff to do something—anything—but nothing happened. Enraged, he threw the staff back to Riverwind, proclaimed him a fraud, and ordered him stoned to death for blasphemy. As the plainsmen began to throw rocks, Goldmoon rushed to his side to die with him, if need be . . . but then the blue crystal staff showed its power, and the two were teleported away . . .

Personality

Riverwind is a towering, imposing man of few words and quick action. He is fiercely protective of Goldmoon and loves her beyond life itself. Yet he is all too conscious of the social barrier between them, and obeys her as Chieftain's Daughter. He is quick to anger and aloof. He is distrustful of strangers until they have proven themselves, but once he calls someone "friend" he will lay down his life for them.

APPEARANCE

Height 6'7", Weight 175 lbs.
Age 32
Reddish Brown Hair, Brown Eyes

FIRST APPEARANCE DL 1



Tika Waylan

4th level Human Fighter

(formerly 3rd level Human Thief)

STRENGTH 14 (Max. Weight Allowance 1700 gpw., Open Doors 1-2, Bend Bars/Lift Gates 7%)

INTELLIGENCE 9 (No adjustments)

WISDOM 12 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj. +1, Defense Adj. -2)

CONSTITUTION 13 (System Shock 85%, Resurrection 90%)

CHARISMA 14 (Loyalty +5%, Reaction Adj. +10%)

ALIGNMENT Neutral Good

Base THAC0 18 (17 with Missile Adjustment)

ARMOR Leather (AC 8), with Dexterity Adj. AC 6

HIT POINTS 22

WEAPONS

Short Sword (Damage 1-6 SM/1-8 L, THAC0 18)
Dagger (Damage 1-4 SM/1-3 L, THAC0 18 stab, 17 throw)
Heavy Frying Pan (Damage 1-8 SM/L, THAC0 18)
(Tika has an affinity for bashing, and can also use a shield to pummel opponents at +20%.)

EQUIPMENT As selected by player; 500 stl/1250 gpw max.

LANGUAGES Common, Plainsman

THIEF SKILLS

Pick Pockets 40%	Hide in Shadows 20%
Open Locks 38%	Hear Noise 15%
Find /Remove Traps 30%	Climb Walls 87%
Move Silently 27%	Backstab Attack

EXPERIENCE POINTS

24,500 (No bonus to earned experience)
(Previously earned 2,501 experience points as a thief.)

History

Tika Waylan, barmaid at the Inn of the Last Home, is a brash teenager who has had a rough life. The daughter of a thief who also practiced sleight-of-hand and small-time illusions, Tika ran away from home at age 10 to live in Solace. She grew up tough and fast in the streets of Solace, and was an accomplished thief by the age of 15. She only has one memento of her father—a gold ring she wears on a chain around her neck.

As a child, Tika was skinny and tomboyish. She remained a tomboy, but filled out into an attractive young woman with striking green eyes. As her looks grew better, she began to attract male attention. For protection, she developed a rough, worldly, experienced image, but underneath she remained vulnerable and innocent. She flirts as if very experienced, but she has never known love.

One day, she tried to rob Otik Sandath, proprietor of the Inn of the Last Home, but she was caught in the act. Otik's first inclination was to have her arrested. But he was touched by the innocence he saw under the tough street-kid personality, and instead offered her a job. At first she accepted only to keep out of jail, but she grew to love Otik as a father.

For many years she has been the barmaid at the Inn of the Last Home. She gave up her thieving ways and became a fighter. She frequently served as the Inn's bouncer, surprising many a drunk who thought she was a weak push-over. Her favorite attack is to bash someone over the head with a heavy frying pan—an old favorite in the inn trade.

She knew the Innfellows when she was just a kid, and was glad to see them when they came back. The others think of her as still just a kid, and this rankles her deeply, since she considers herself a grown woman.

When the dragonarmies laid waste to Solace and destroyed the vallenwood tree that once supported the Inn of the Last Home, she formed a deep and abiding hatred for them, for they had destroyed the only thing she had ever truly loved.

Personality

Tika has a tough exterior, but inside is innocent and vulnerable. Indeed, she has certain childlike qualities, including a fascination with magic. She knows a few illusionist sleight-of-hand tricks she picked up from her father. She dislikes boastful and conceited men. She knows how to handle men her years as a barmaid, but longs for something better. She is particularly annoyed that Caramon still evidently thinks of her as just a kid. She has a fear of heights resulting from a bad fall during her career as a thief.

APPEARANCE

Height 5'8", Weight 140 lbs.
Age 19
Auburn Hair, Green Eyes, Freckles, mole on right hip

FIRST APPEARANCE As NPC, DL 1. As PC, DL 2



Gilthanas

5th level Elf Fighter/4th level Elf Magic-User

STRENGTH 12 (Max. Weight Allowance 1600 gpw., Open Doors 1-2, Bend Bars/Lift Gates 4%)

INTELLIGENCE 14 (Maximum Spells/Level 9)

WISDOM 10 (No adjustments)

DEXTERITY 16 (Reaction/Missile Adj. +1, Defense Adj. -2)

CONSTITUTION 12 (System Shock 80%, Resurrection 85%)

CHARISMA 13 (Reaction +5%)

ALIGNMENT Chaotic Good

Base THAC0 (as F5) 16 (15 with elven bonus for short/long sword, 15 with Missile Adjustment, 14 with elven bonus for bow other than crossbow)

ARMOR Chain Mail (AC 5) and Shield (AC 4), with Dexterity bonus AC 3/2

HIT POINTS 17

WEAPONS

Longsword +1 (Damage 1-8 +1 SM/1-12 +1 L, THAC0 14)
Longbow and quiver of 20 arrows (Damage 1-6 SM/L, THAC0 14)

EQUIPMENT As selected by player; 500 stl/1150 gpw max.

ABILITIES

Languages: Qualinesti Elf, Sylvanesti Elf, Common, Gnome, Kenderspeak, Goblin, Hobgoblin
Spell Use: 3 1st level, 2 2nd level per day
Elven Abilities: All special elven abilities from **Players Handbook**

SPELL BOOK

1st Level: *detect magic, magic missile, read magic, sleep*
2nd Level: *levitate, web*

EXPERIENCE POINTS

20,000 Fighter/20,000 Magic-User
(No bonus to earned experience)

History

Gilthanas is son of the Speaker of Suns, ruler of the elven nation of Qualinesti. He has an older brother, Porthios, who is heir to the Speakership, and a younger sister, Laurana. His best friend in childhood was a half-elf named Tanis, ward of the Speaker of Suns. But their childhood friendship came to an end when Laurana fell in love with the half-elf. Gilthanas was outraged, for no half-elf should marry into the royal house of the Qualinesti. The friends quarreled bitterly, and Tanis left Qualinost forever.

As second in line for the throne, Gilthanas became an influential advisor and confidential assistant to the Speaker at a young age. He became a polished diplomat. In addition to his formal responsibilities, he was trained in military leadership and combat.

When the dragonarmies invaded Abanasinia, many people were captured and imprisoned in the fortress of Pax Tharkas, recently captured by the dragon highmaster, Verminaard. Gilthanas was given command of an elven band to sneak into Pax Tharkas and liberate the people. The mission ended in tragedy when his party was ambushed by draconians. Gilthanas was knocked unconscious early in the melee and fell into a ditch, where he was left for dead. His fellows were taken to Solace. When he awoke, he followed them. He arrived in Solace only to see a horrible sight—Verminaard had chained the elves to stakes in the town square and called Ember, a red dragon out of ages past, to burn the helpless creatures.

In a rage, Gilthanas moved to attack Verminaard, but he was stopped by Theros Ironfeld, a smith. "Stay your hand, young elf, for you cannot prevail against these odds. Be patient—you will have your chance to kill him," Theros said. Gilthanas, sobering, agreed, but the burning passion to revenge his people against Verminaard would never die until the evil dragon highmaster perished.

Theros gave the young elf shelter, but Gilthanas went to the Inn of the Last Home to gain information. He was found out, and a party of draconians tried to capture him. He would have perished then, but he was rescued by a small band of fellows—which included his childhood friend, Tanis.

Personality

Gilthanas is brave and charming, with a love of adventure. His diplomatic skills and elven nature make him a delightful companion. He is sometimes too concerned with protocol, and believes deeply in the superiority of the elven race. Although he can be shortsighted and a bit narrowminded, he is basically honest, just, sensitive, and well-meaning. He is optimistic, heroic, and friendly. His only obsession is his hatred of Verminaard for murdering the elves, and he will act impetuously if there is an opportunity to kill the dragon highmaster. He has a great deal of respect for Tanis, but is still strongly against his involvement with Laurana.

APPEARANCE

Height 5'8", Weight 120 lbs.
Age 110 (actual)/20 (apparent)
Blond Hair, Hazel Eyes

FIRST APPEARANCE DL 2



Laurana
4th level Elf Fighter

History

Laurana is the youngest child of the Speaker of Suns, ruler of the elven nation of Qualinesti. She has two older brothers, Gilthanas and Porthios, the latter heir to the throne. Gilthanas is closest to her own age, and has for years been her closest confidant. Gilthanas's best friend was a half-elf named Tanis, who was the ward of the Speaker of Suns. Gilthanas, Tanis, and Laurana played together for many years, and gradually the elven maiden fell in love with the handsome half-elf. And Tanis, so she believed, fell in love with her. For years, their love was a childhood game, and they promised to marry each other when they came of age. Happily, she confided her fantasies in her brother Gilthanas.

Gilthanas' reaction was not at all what she expected. He was furious at both her and Tanis. "How could you think of marrying a half-breed?" he shouted. He stormed out to find Tanis. What happened in that conversation she never learned for sure, but a week later Tanis decided to leave Qualinost and make his way in the outside world. Laurana's heart was broken, and she longed daily for his return.

In the years that followed, Laurana became her father's assistant in many of the complex affairs of elven government. Her natural charm, her elven heritage, and her growing diplomatic skills earned her father's respect. She seemed to have forgotten about Tanis, which relieved Gilthanas. He did not wish to deny his sister anything, but a half-elf of questionable heritage, however handsome, was not a suitable match for a princess.

But she had not forgotten.

Personality

Laurana grew up as a somewhat spoiled rich girl, used to getting everything she wanted. Her love for Tanis began as a little girl's crush, selfish and possessive. She has a deep streak of childishness when she first appears in the adventure, but her diplomatic skills and political experience help make up for it. But there is something strongly noble in the young elven maid. It comes out when she is tested.

This noble streak enables Laurana to grow up when confronted by danger and discomfort. She should become increasingly mature, confident, courageous, and capable as she confronts the various crises in the adventure.

She has great inner resources—a fact not readily apparent. She is a natural leader and commander, with a strong aptitude for military strategy and tactics. This may surprise her as much as the people around her.

The one constant thing about Laurana is her love for Tanis. It may have started as a crush, but it becomes stronger every day.

APPEARANCE
Height 5'6", Weight 110 lbs.
Age 80 (actual)/ 18 (apparent)
Honey Blonde Hair, Hazel Eyes

FIRST APPEARANCE As NPC, DL 2. As PC, DL 6

STRENGTH 13 (Max. Weight Allowance 1600 gpw., Open Doors 1-2, Bend Bars/Lift Gates 4%)

INTELLIGENCE 15 (No adjustments)

WISDOM 12 (No adjustments)

DEXTERITY 17 (Reaction/Missile Adj. +2, Defense Adj. -3)

CONSTITUTION 14 (System Shock 88%, Resurrection 92%)

CHARISMA 16 (Loyalty +20%, Reaction +25%)

ALIGNMENT Chaotic Good

Base THAC0 18 (17 with elven bonus for short/long sword, 16 with Missile Adjustment, 15 with elven bonus for bow other than crossbow.)

ARMOR *Chain mail +1* (AC 4) and Shield (AC 3) with Dexterity adj. AC 1/0

HIT POINTS 24

WEAPONS
Short sword (Damage 1-6 SM/1-8 L, THAC0 17)

EQUIPMENT As selected by player, 500 stl/1150 gpw max.

LANGUAGES Common, Qualinesti Elf, Sylvanesti Elf, Gnome, Kenderspeak, Goblin, Hobgoblin

SPECIAL ABILITIES All elf special abilities from **Players Handbook**

EXPERIENCE POINTS
13,000 (No bonus to earned experience points)



Elistan

7th level Human Cleric

History

As a child in Haven, ***Elistan*** showed early promise as a scholar. His parents, who were minor gentry, encouraged his education, and Elistan quickly progressed through University with the highest academic achievement in the history of the city. His specialty was philosophy, and so it was natural that he became a cleric of the Seeker faith upon graduation.

The Seekers were then becoming the dominant religious movement in the Haven/Solace area of Abanasinia. They believed that since the old gods had vanished, there must be new gods awaiting worship. Through inquiry, prayer, and divination, they hoped to find these new gods.

Elistan was not only a great scholar, but a leader of immense charisma. At the age of 28, he became the youngest person to be appointed a Highseeker, the religious aristocracy of the region. He quickly became an important person in Haven politics, and was a favorite of the masses.

Many of the Seeker clerics were hypocrites, seekers after power first and truth last. But Elistan was different. In spite of the realities of leadership and politics, he never lost sight of his objective—to find the true gods.

At the age of 40, Elistan faced a true crisis. He had contracted a strange wasting disease that would eventually prove fatal. He might not die for many years, but would grow weaker and weaker.

One day a miracle-working cleric appeared: Verminaard, who called himself a Highmaster of the Dragons. He promised divine blessings and temporal power to the Highseekers if they gave themselves to his cause. Elistan was the lone dissenter. The other Highseekers followed Verminaard. But when Verminaard's armies were in position, he turned against them all, and the Highseekers were taken to Pax Tharkas. Elistan, now in constant pain from his growing cancer, was dragged there. Because Elistan's leadership was recognized, Verminaard hoped to use him to break the will of the people of Haven. But even under torture, Elistan held firm. Finally, Verminaard threw him into one of the dungeons of Pax Tharkas to die alone.

There he was rescued by a band of brave adventurers. Although near death, a woman named Goldmoon talked to him of the return of the old gods to Krynn. She seemed sincere, and he wished he had more time to listen to her, but it was too late, he knew.

Then a miracle happened—she cured his disease by invoking the goddess Mishakal. He followed Goldmoon and her companions when they led his people out of Pax Tharkas and into the wilderness, searching desperately for safety. In those dark and cold days, Elistan was joyous, for Goldmoon permitted him to read the *Disks of Mishakal,* the writings of the gods. He found true faith in those thin platinum disks. Through meditation and prayer, he was drawn to Paladine, the Celestial Paladin. And Paladine accepted him into his service. Overnight, Elistan received the power to cast clerical spells. Goldmoon's *Medallion of Faith* magically duplicated itself, and he received a *Medallion* inscribed with Paladine's symbol, a silver triangle.

Personality

Elistan is a towering personality, a man of great personal charisma. He is an experienced leader, both temporally and spiritually. His commitment to the cause of good is unbreakable, and he has devoted his life to the service of Paladine. He is basically a man of peace, but he is not afraid to make war on the enemies of good.

APPEARANCE
Height 5'9", Weight 160 lbs.
Age 45
Brown Hair (graying), Brown Eyes

FIRST APPEARANCE As NPC, DL 2. As PC, DL 6

STRENGTH 13 (Max. Weight Allowance 1600 gpw., Open Doors 1-2, Bend Bars/Lift Gates 4%)

INTELLIGENCE 14 (Additional Languages 2)

WISDOM 17 (Mental Attack Adj. +3, Clerical Spell Bonus of two 1st level, two 2nd level, and 1 3rd level spells)

DEXTERITY 12 (No adjustments)

CONSTITUTION 12 (System Shock 80%, Resurrection 85%)

CHARISMA 16 (Loyalty +20%, Reaction +25%)

ALIGNMENT Lawful Good

Base THACO 16

ARMOR Chain Mail (AC 5)

HIT POINTS 40

WEAPONS
War Hammer (Damage 2-5 SM/1-4 L, THAC0 16)

EQUIPMENT As selected by player; 500 stl/1150 gpw max.

MAGIC ITEMS *Medallion of Faith* of the god Paladine

LANGUAGES Common, Seeker, Qualinesti Elf

EXPERIENCE POINTS
75,000 (10% bonus to earned experience points)

DRAGONLANCE™ products questionnaire

Please take a few minutes to complete this questionnaire. It is important for us to learn more about our customers so that we can better respond to your needs.

Name ____________________

Address ____________________

City/State/Zip ____________________

Telephone (____) ____________ Date of birth ___/___/___ Month/Day/Year

1. Sex: ______ Male ______ Female

2. Is this your first TSR® product?
☐ Yes ☐ No

3. How many years have you been playing role-playing games?
☐ Less than one year
☐ Between 3-4 years
☐ Between 1-2 years
☐ Five or more years

4. Name of TSR product purchased ____________________

5. What other TSR products do you currently own or play?

	Own	Play	Both
DUNGEONS & DRAGONS® Basic Set	☐	☐	☐
DUNGEONS & DRAGONS® Expert Set	☐	☐	☐
DUNGEONS & DRAGONS® Companion Set	☐	☐	☐
MARVEL SUPER HEROES® The Heroic Role-Playing Game	☐	☐	☐
THE ADVENTURES OF INDIANA JONES™* Role-Playing Game	☐	☐	☐
ADVANCED DUNGEONS & DRAGONS® Fantasy Role-Playing Game	☐	☐	☐
DL-1 Dragons of Despair	☐	☐	☐
DL-2 Dragons of Flame	☐	☐	☐
DL-3 Dragons of Hope	☐	☐	☐
DL-4 Dragons of Desolation	☐	☐	☐
DRAGONLANCE™ Calendar	☐	☐	☐
DRAGONLANCE™ Miniature Figure Set	☐	☐	☐
ENDLESS QUEST® Books	☐	☐	☐
DRAGON® Adventure Gaming Magazine	☐	☐	☐

6. How did you **first** hear about DRAGONLANCE™ products?
(Check only one response)
☐ Ads/articles in DRAGON® Magazine
☐ Ads in AMAZING® Magazine
☐ I purchase new TSR modules automatically
☐ Heard about it from a friend
☐ Other ____________________ (Please Specify)

7. What do you like **best** about the DRAGONLANCE™ series?

____

8. **What do you like least** about the DRAGONLANCE™ series?

____

9. Compared to other TSR modules you may **have played**, would you say the DRAGONLANCE™ series was:
One of the best ☐
Among the better ones ☐
About average ☐
Among the worst ones ☐
One of the worst ☐

10. Do you run, or are you part of a DRAGONLANCE™ game campaign?
☐ No, I have **not** played any of the adventures.
☐ No, but I play/DM individual DRAGONLANCE™ modules without running the entire campaign.
☐ Yes, I am a DRAGONLANCE™ game DM.
☐ Yes, I am a player in a DRAGONLANCE™ game campaign.

11. If you aren't playing in a DRAGONLANCE™ game campaign, why not?

____

12. Below are a list of eight statements. Please indicate by circling the appropriate number next to each statement the degree to which you agree or disagree with each statement. The more you agree with the statement, the higher the number you would assign it, up to a five; and the less you agree with the statement, the lower the number you would give it, down to one. If you're unsure of your feelings about the statement, circle number three.

	Strongly Disagree — Strongly Agree
• When I play a role-playing adventure, I like for there to be a strong story	1 2 3 4 5
• One of the most exciting things about the DRAGONLANCE™ game is the well-defined player characters.	1 2 3 4 5
• The cover art and graphics are an important part of my decision to buy a module.	1 2 3 4 5
• The most important thing in a role-playing game is that there are terrible monsters to fight and great treasures to win.	1 2 3 4 5
• I would particularly like to see a DRAGONLANCE™ boardgame covering the entire war.	1 2 3 4 5
• The quality of accessories — large maps, character cards, tear-out sheets, — make a big difference to me in my enjoyment of a role-playing adventure.	1 2 3 4 5
• The fact that DRAGONLANCE™ products are also a trilogy of fantasy novels increases my enjoyment of the modules.	1 2 3 4 5
• When I play/DM a role-playing adventure the consistency and detail of the fantasy world is very important to me.	1 2 3 4 5

13. Please rate the overall quality (play-value, art/graphics, etc.) of the DRAGONLANCE™ products you have played/purchased so far.

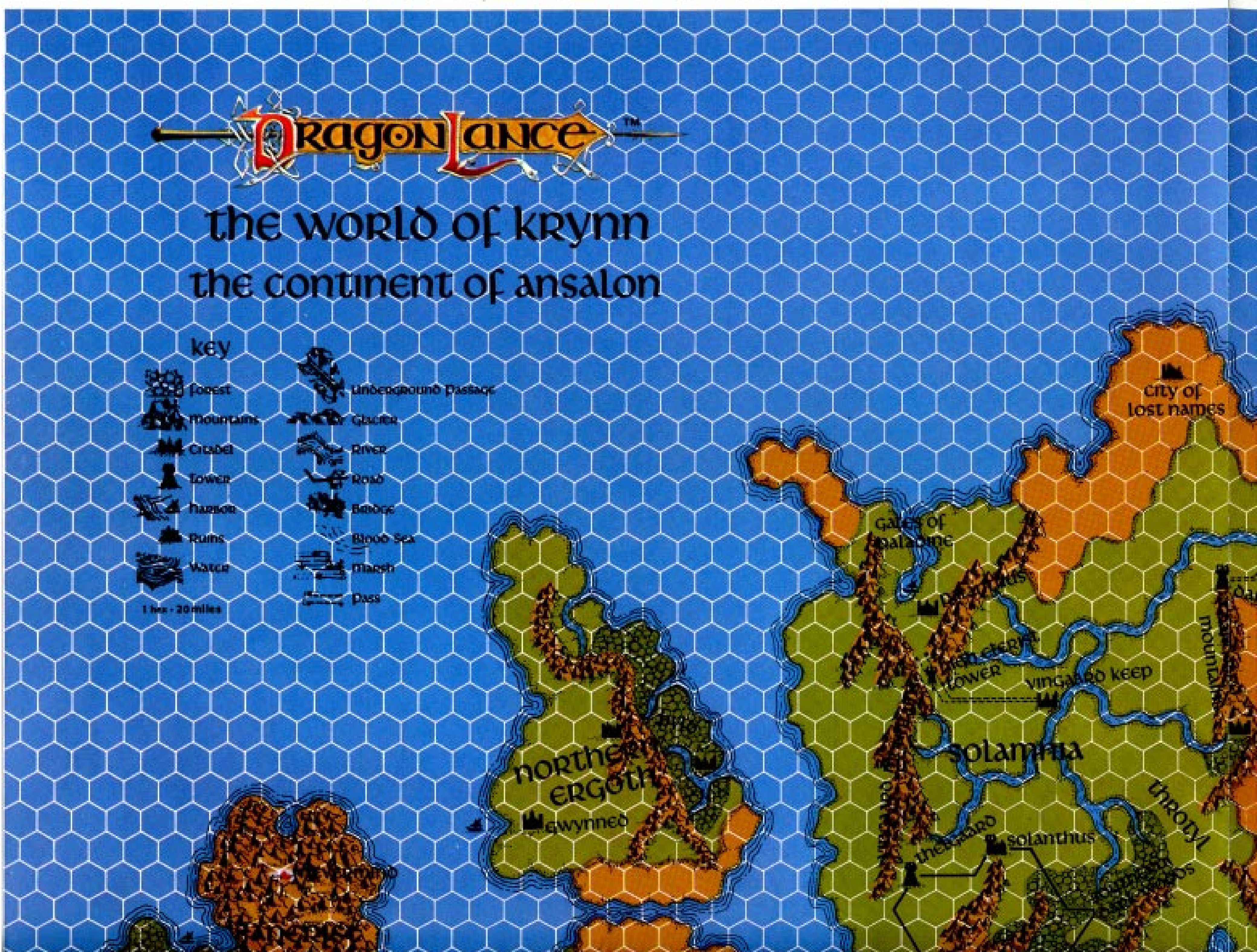
4 - excellent 3 - good 2 - fair 1 - poor
0 - haven't played/purchased

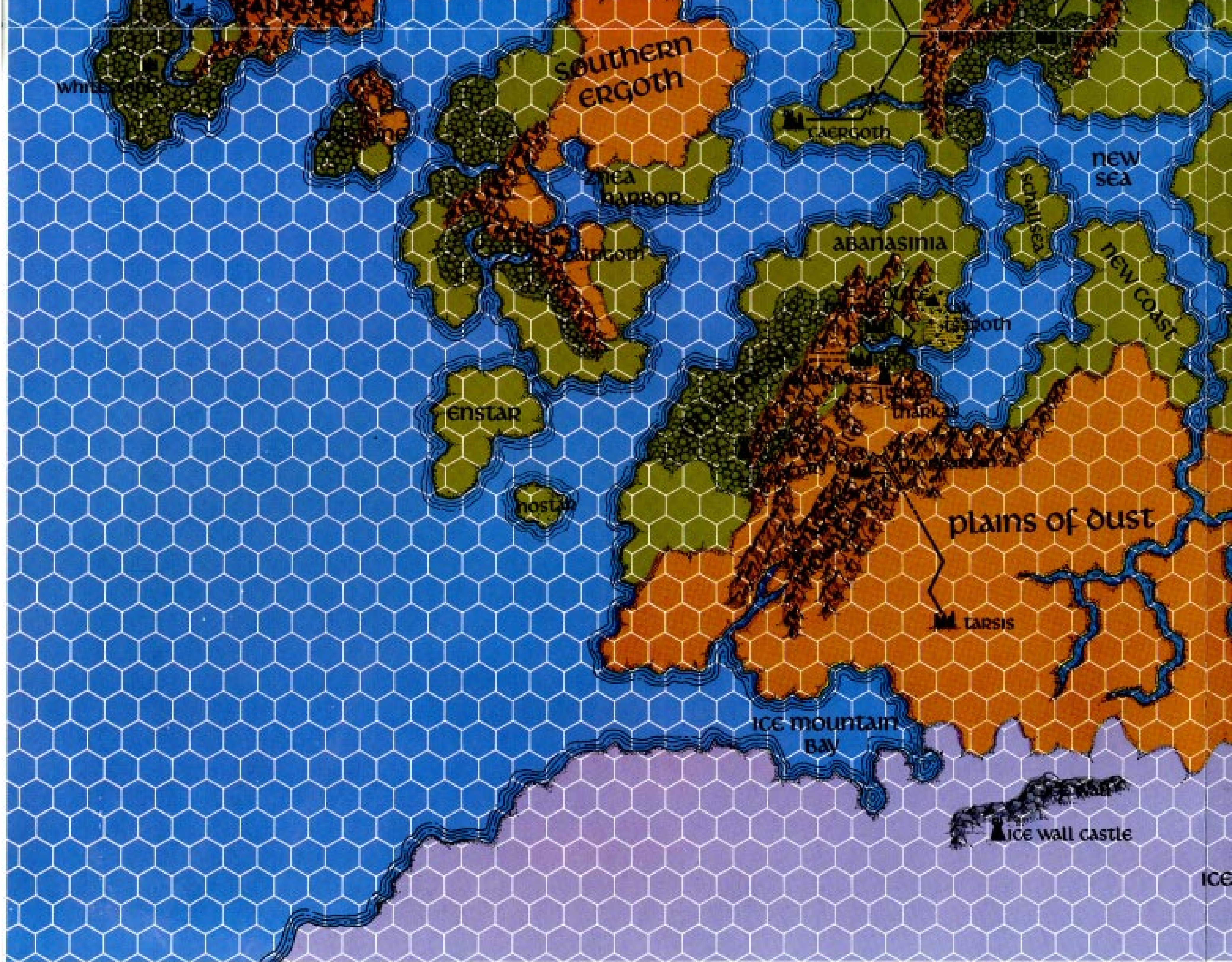
	4	3	2	1	0
DL-1 Dragons of Despair	☐	☐	☐	☐	☐
DL-2 Dragons of Flame	☐	☐	☐	☐	☐
DL-3 Dragons of Hope	☐	☐	☐	☐	☐
DL-4 Dragons of Desolation	☐	☐	☐	☐	☐
DRAGONLANCE™ Calendar	☐	☐	☐	☐	☐
DRAGONLANCE™ Miniature Figure Set	☐	☐	☐	☐	☐

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Thank you very much for completing this questionnaire.

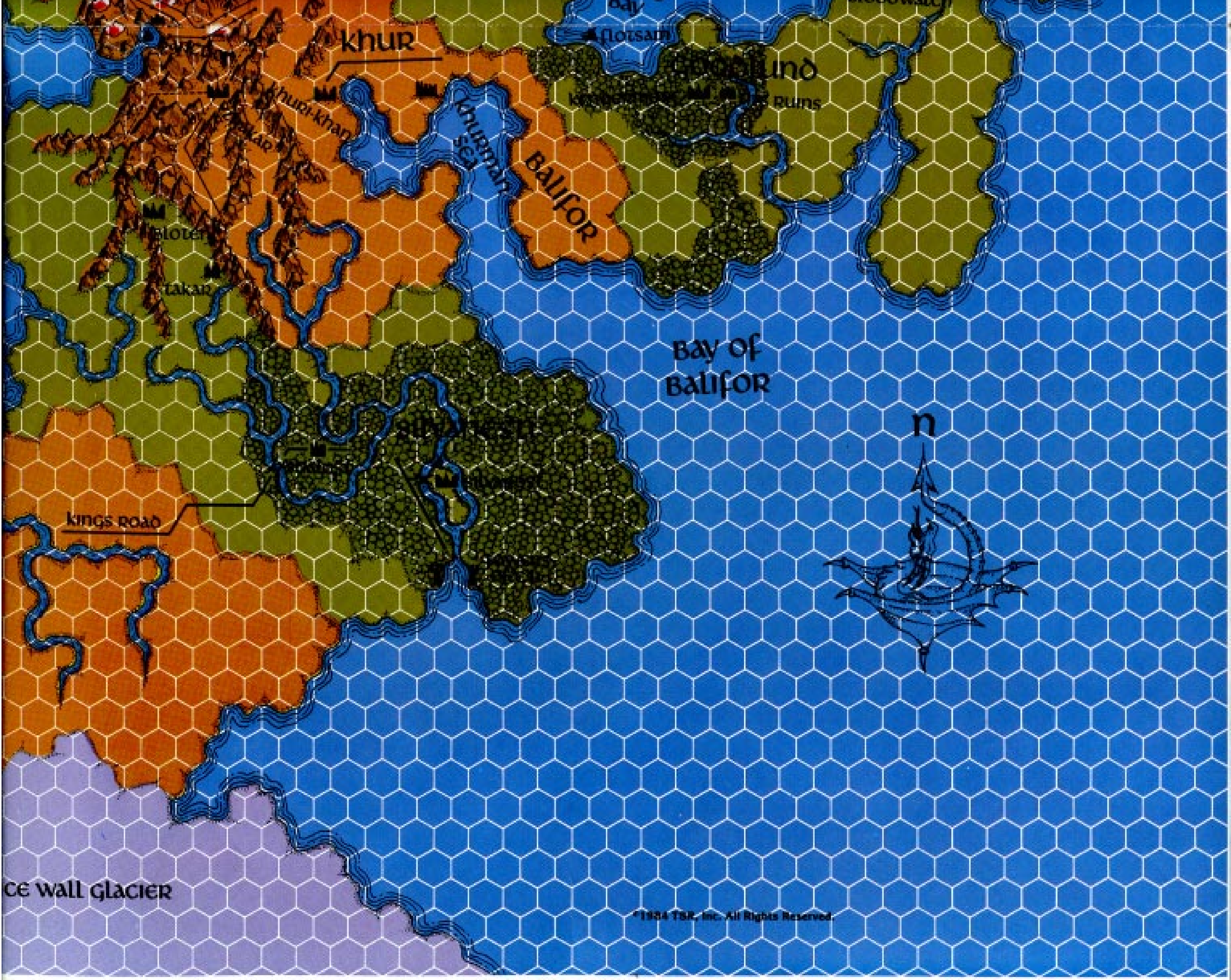
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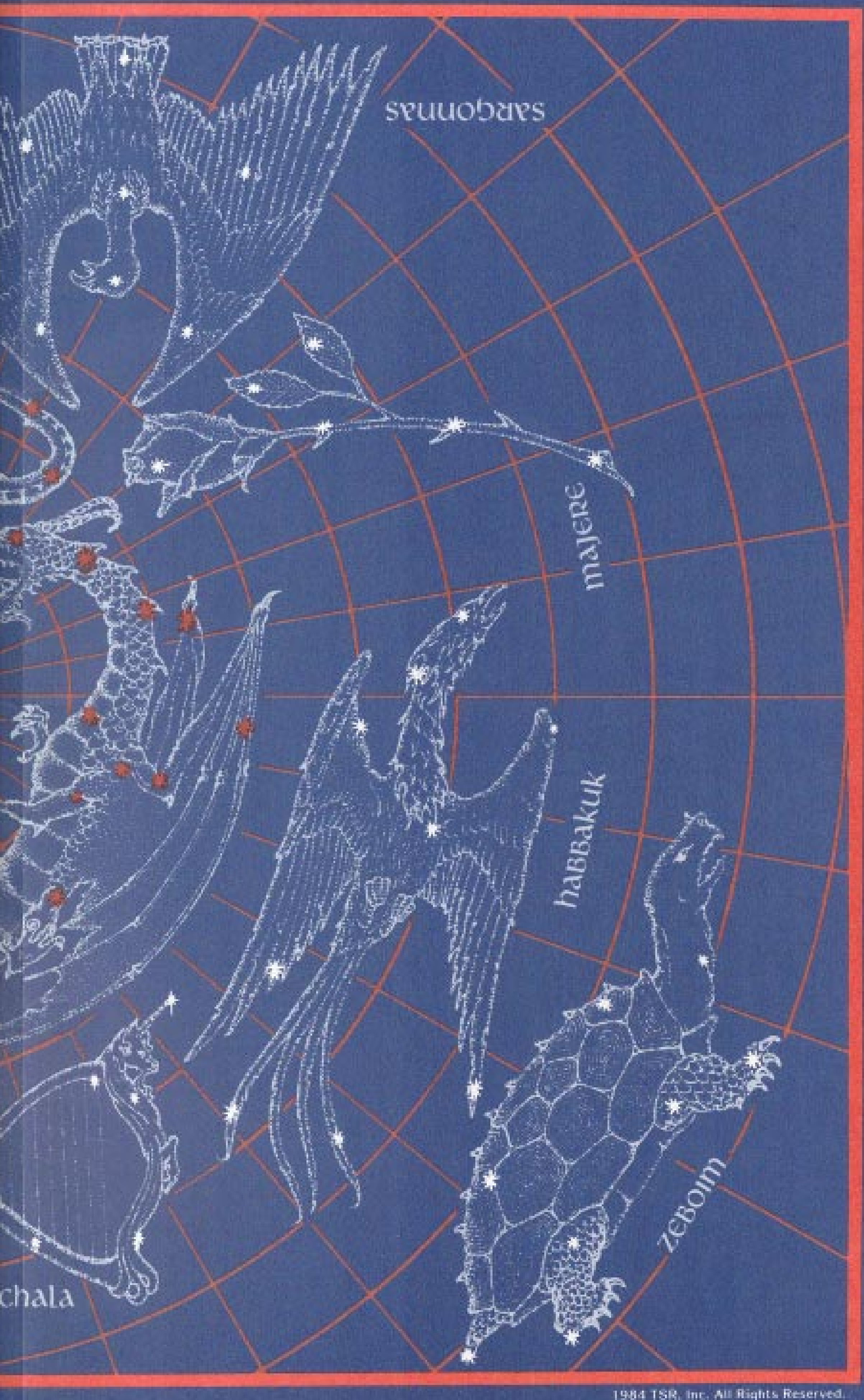

DragonLance™
the world of krynn
the continent of ansalon
key
forest
mountains
citadel
tower
harbor
ruins
water
1 hex - 20 miles
underground passage
glacier
river
road
bridge
blood sea
marsh
pass
city of lost names
solamnia
vingaard keep
solanthus
thelgaard
throtyl
northern ergoth
gwynned


southern ergoth
caergoth
new sea
sea harbor
abanasinia
schallsea
new coast
enstar
tharkas
nostar
plains of dust
tarsis
ice mountain bay
ice wall castle



nordmaar
north keep
the Great moors
kalaman
dargaard keep
estwilde
taman busuk
Blood Sea of Istar
Blood Bay
Bloodwatch
kartha
tower
mithas
kothas


KHUR
Khuri-khan
Bloten
Takar
Khurman Sea
BALIFOR
Flotsam
Ruins
BAY OF BALIFOR
Kings Road
CE WALL GLACIER
n



the moons

- solinari
- nuitari
- lunitari

the planets

- sirrion
- reorx
- chislev
- zivilyn
- shinare

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